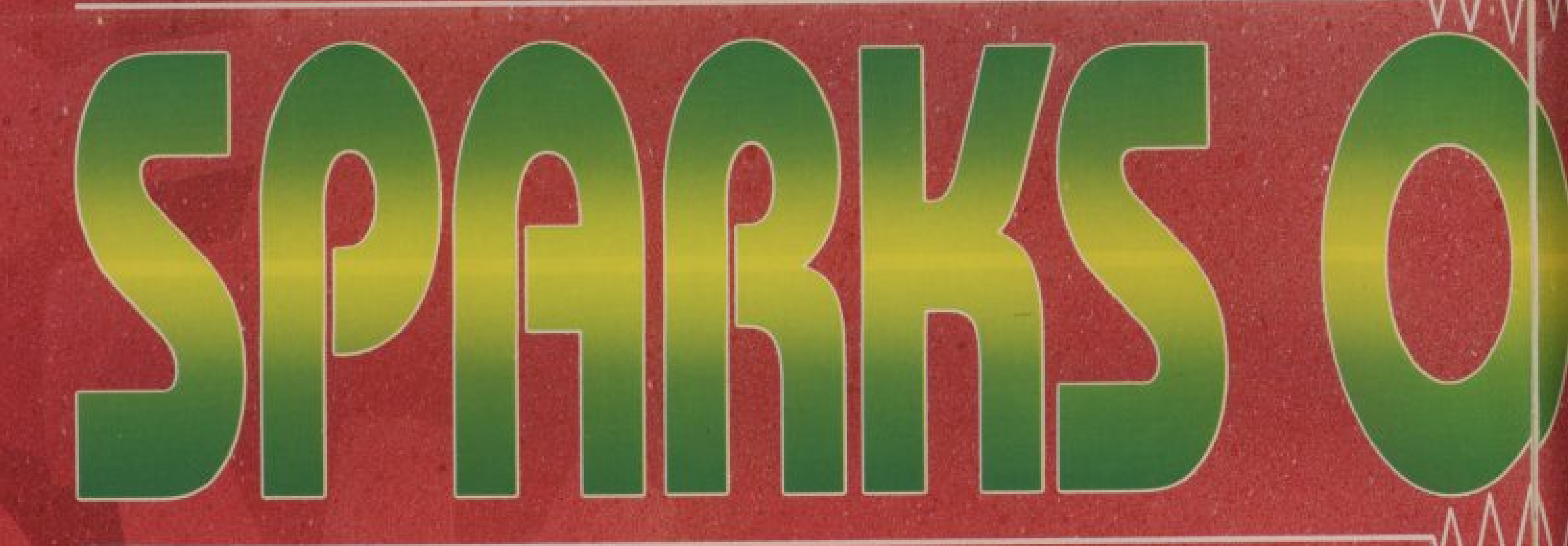

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03
COMPUTER
+ VIDEO
GAMES
THIS GIRL IS POISON!!
REVIEWED ON SUPER FAMICOM!
FINAL FIGHT
MONACO
SUPER MONACO GP
US GOLD'S BEST CONVERSION YET?
NEW LOOK ISSUE!
REVIEWED!
FAMICOM SUPER MARIO WORLD
TURRICAN 2
SOLAR JETMAN
SNAKE, RATTLE 'N' ROLL
PRO TENNIS TOUR 2
Nintendo
SUPER FAMICOM
WIN!!
EXTERMINATOR COIN-OP
SUPER FAMICOM AND CONSOLES GALORE!!



NARC

Your mission is to seek out and destroy the king pin of the MR BIG CORPORATION. You'll have to outwit his enormous army of body guards... gangs of charisma-bypass patients in trench coats, the bullet brain with the build of a rhinoceros and the breath of a dung beetle, packs of vicious canine yappies, the psychotic clown with an evil sense of humour - you'll die, but not laughing! Then there's the gas guzzling cadillac jock - a cool specimen, elbow hanging on the door rail, a serious looking piece in his hand and ready to blow you away as he rolls down main street leaving you coughing lead. It's not all bad!... You've got a chopper to back you up, a mean, shiny street machine, some heavy metal hardware and some pretty neat moves. And what about the king pin... did I say he was Mr. Big? No, he's MR BIG!

ROBOCOP 2

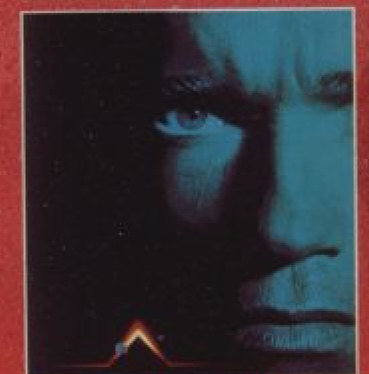
Seven levels of muscle-straining, reflex-testing, sideways scrolling fury! Destroy the lethal drug Nuke, face a stream of deadly Nuke gangs, and then - if you survive - face the terror that is Robocop 2!



MORE THAN A GAME ROBOCOP 2 IS THE PRIME DIRECTIVE.

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TOTAL R



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OF GENIUS

RECALL

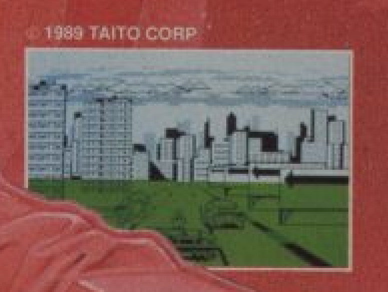
As Doug Quaid you Travel to Mars to discover your true identity - your mission is now a journey of non-stop action, strange mutants, futuristic vehicles and a startling array of weaponry all captured in superbly executed graphics and a game play that compliments the success of the year's top movie. TOTAL RECALL... a nightmare journey into the 21st Century.

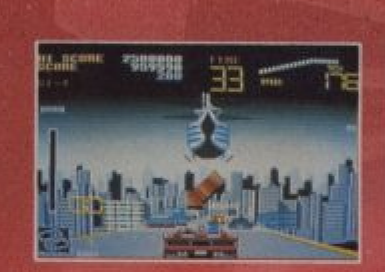
CHASE H.Q. II

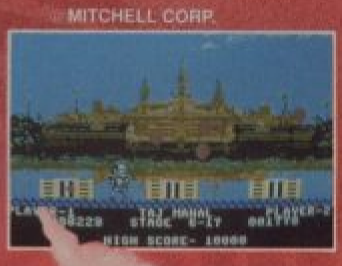
CHASE HQ II - Special Criminal Investigation - continuing where CHASE HQ left off. Your mission is to track down, chase and apprehend dangerous criminals. It's FASTER - explosive power sends you bulleting through various terrains - hold the line or plough the fields! It's TOUGHER - the criminals wield some heavy hardware - but so do you! You can shoot but you must dodge their flak... heavy gunfire, trucks unloading their cargo onto your bonnet... it's the meanest pursuit game to hit the micro screen. The extra features will leave you gasping for extended play- weather changes, bodyguard squads, grenade lobbing bikers,gun-choppers... just play it!... we dare

PANG

No time for balloonin' around!... no time to shoot the breeze!...in fact you've hardly set your feet down in the mighty U.S.S.R. and it's all action. You sight up your latest and most formidable balloon poppin' piece...but now that bounce bomb has just multiplied!!! Tour the world in the most addictive arcade game of the year from Mitchell Corp. A quick eye and super fast reflexes will give you just a half-chance of a win... the other half will come if the bounce goes your way!











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MARCH 1991 #112

CONT



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1991 ISSN No: 0261-3697

*Together again!

MANAGING EDITOR JULIAN "HOT WHEELS" RIGNALL
Another month of Hard Drivin' for our Jules as he took on a selection of computer journos at racing fast cars around the circuit at Brands Hatch. Did his Southend driving skills earn him the chequered flag? Not quite, but he earned a commendation from the instructor for his unrivalled rallying skills!



ASSOCIATE EDITOR PAUL "DINKY" GLANCEY
The "Leader of the Pack" doesn't relish being at the wheel, though he is a master of the supermarket trolley. "My daredevil stunts are well-known to the patrons of the local Tesco," he says, "but safety always comes first - remember kids, always stick to soft drinks before you do the shopping."

THE BYTESIZE BITS

The Budget and Updates sections are dead - long live Bytesize! Yep, these are just that - machine specific sections with bite-sized reviews for your machine!

CVG CHARTS 64

The all-new charts section, now incorporating Sega Master System and NES charts as well! Aren't we good to you?

COMPETITION CORNER

ROASTIN', TOASTIN' HOTLINES 22

Freaky phoneline paraphenalia to be grabbed by the binload, including yet another Super Famicom - so pick up that there raprod, and dial that number immediately, yes?

EX-TER-MIN-ATE! 27

How's about this, then, guys 'n' gals? A corking Exterminator coin-op is up for grabs, courtesy of those a-mazin' people at Audiogenic!

JAZZA'S ARCADE ACTION 96

The Hairy One trips down to the Great Video Arcade, and stuffs a few slots (snigger!) to check out the latest and greatest in Coin-op City-on-Sea!

ENTS

SADIE'S HIGH SCORERS 65

Sadie's taken over the high scores pages, which can only mean one thing - trouble...

PREVIEWS 100

Whoo-ee! This month, we have a look at the Bitmap Brothers' biggest game yet - GODS! Could this be the platform game to end them all?



ART EDITOR JON "CORGI" BILLINGTON
Art supremo Jon is often to be found in possession of a red Vauxhall Cavalier (Mk 1) which has the ability to carry no less than eight people in the back seat! Isn't this dangerous? "Not if they're very close friends," says Jon.

STAFF WRITER RICHARD "MATCHBOX" LEADBETTER
Rich abhors driving and much prefers to travel by British Rail. Unlike most commuters he isn't even fazed when his train is delayed for a couple of hours, because he can always find some genial female company to "keep his pecker up".

STAFF WRITER ROBERT "TONKA" SWAN
The victim of a Gypsy curse. Rob courts disaster wherever he goes, so it comes as no surprise that he failed his driving test. "I couldn't do nuffink abaht it! A meteorite landed right in front of the car! No 'and signals - nuffink! Then lightning struck the instructor and he was really cheesed off - so he failed me! An' then all the wheels fell off..."

ED FIRST

Welcome to the new-look Computer and Video Games! After thoroughly digesting the results of last year's questionnaire (bet you didn't realise they were printed on banana flavour paper), we thought you would appreciate a new look to Britain's biggest-selling computer games mag.

I won't waste space here by detailing all the changes we've made, because you can read all about them on page 8. But suffice it to say that you now have even more of the latest games info than ever before (we've reviewed no less than 70 games this month), and all for the same measly price of £1.30! Naturally, if you have any thoughts or comments to make on the new look, please don't hesitate to write 'em down and send 'em in.

With all this redesigning work going on, this hasn't been an easy month... and it was made even worse by the arrival of the office Super Famicom! The problem is that it's so good that it tempts weak-willed reviewers away from their word-processors and fills their already sick minds with super-slick graphics, sound and gameplay! Even I haven't been able to resist and I'm ashamed to say that I have been staying behind after hours to sneak extra goes on the very wonderful Pilot Wings. Needless to say, this is definitely a machine with a future and you will definitely be seeing more of it in the pages of CVG over the coming months...

PAUL GLANCEY
ASSOCIATE EDITOR



COMPO CORNER

If you entered a competition in the January '91 issue of CVG, check the lists below for your name! Could you be a winner?

WIN A MEGADRIVE WITH A COPY OF E-SWAT

US Gold put two Megadrives with copies of E-SWAT up for grabs and they were won by:
TREVOR MARCH, BARROW-IN-FURNESS, CUMBRIA
FARID TAHERZADEH, LONDON, SW19 5ES

WIN A BACK TO THE FUTURE PINTABLE

One CVG reader is going to Imageworks offices in London to play against a Sinclair User reader to win a fabulous BTTF pintable! And that reader is:
LEE HUNTER, WALSALL, WS6 6AX
We'll be giving you a full report on how well Lee does in a future issue. Meanwhile, the following five people will all receive an Imageworks T-shirt and a copy of Back To The Future III on video!
JAMES BUSH, EDINBURGH, EH64 6NT
JOHN PEARCE, WALTHAM CROSS, EN7 6SE
ALUN FAIRBURN, AMMANFORD, SA18 2HX
STEPHEN SALT, NEWARK, NG24 3AE
KARL HORTON, WEST BROMWICH

THE HOTLINES

ANDREW GODWIN of NEWCASTLE UPON TYNE wins a Megadrive
MICHAEL RIPON of BENFLEET wins a Gameboy
MARK BARRINGTON of OXFORD wins a PC Engine
GARETH WILLIAMS of NEWPORT wins a Lynx

THIS MONTH'S REVIEWS


BILLY
The
KID
"BILLY THE KID" IS A 1 OR 2 PLAYER ACTION/STRATEGY GAME SET IN THE WILD WEST WHICH ALLOWS THE PLAYER TO ASSUME THE IDENTITY OF EITHER A GUN TOTING DESPERADO WITH A HEART OF GOLD, BILLY HIMSELF OR HIS EX-BEST FRIEND, SHARP SHOOTING, LAW ABIDING PILLAR OF THE COMMUNITY SHERIFF PAT GARRETT.
THEY ARE IN LOVE WITH THE SAME WOMAN AND ULTIMATELY, IN A NAIL BITING CLIMATIC FINALE ARE GOING TO END UP POINTING GUNS AT EACH OTHER. ONLY ONE CHARACTER CAN WALK AWAY FROM THIS SHOWDOWN - BUT THAT'S JUST THE WAY OF THE WEST.
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REVIEW

MEGADRIVE **£29.99**

BY ELECTRONIC ARTS

This is to specify which machine the particular game is being reviewed on, with price and software house.

Rattle and Roll are two snakes - not your ordinary variety, however, these two live in a strange world of chequerboard landscapes, seas, waterfalls, stereo speakers, and, of all things, manholes! Their fate in life is to get from level to level by eating enough Nibbly Pibblys - small creatures that infest the landscapes - to become heavy enough to ring a bell at the top of a weighing machine, which in turn will open a door to the next level.

This information is essentially to give you an idea of what the game's all about - the storyline, what the player's goals are and how to go about achieving them.

CVG HIT

The all-new CVG HIT! logo - to make it easier for you to select the games worth buying, a game now needs to achieve an overall mark of 90% or over to earn a HIT. So listen up, softcos - you want one of these, you've got to make sure your games make the grade!

ALL CHANGE

So, what exactly have we done to CVG to make it even better than before? Well, if you scan around the page, you'll see exactly what we've done to the reviews to make sure they're even more informative than ever before. Not only that, we've come up with a couple more changes which will make CVG the best computer games mag you could ever wish for:

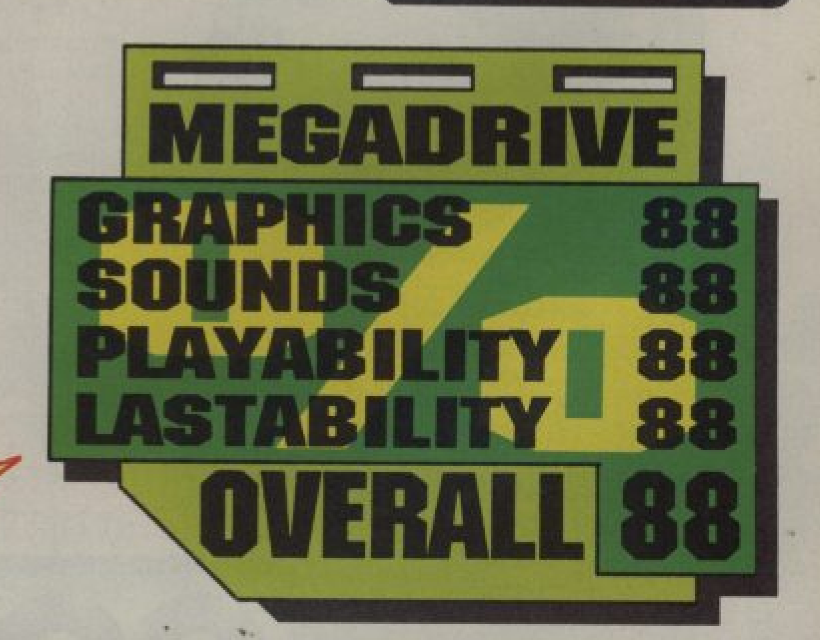
Here, we've taken a leaf out of our sister mag MEAN MACHINE's books - a critical comment by either one reviewer (for single page reviews), or two (if the review is two pages or longer). So now you get a more authoritative team opinion instead of just that of a single reviewer!

CHARTS

The charts (due to popular, nay, incredible demand) now include top tens for the Sega Master System and the Nintendo Entertainment System. Not only that, but the Top 20 is now listed by machine sales - in other words, which game has sold the most on a particular machine. This not only includes the main five formats, but Sega, NES and Game Boy titles as well! Phew!

BYTESIZE

Replacing the Budget and Update section, this is your own section of the mag - be you an Amiga or a Speccy owner, these bite-sized reviews give you a run-down on the latest stuff about. Although small in stature, you can rest assured that we take as much time reviewing these as we do with the main reviews (integrity plug number one).



We've replaced the old VALUE mark with the new LASTABILITY percentage - although similar in function, the Lastability mark gives a better idea of how long you'll be playing that new Megadrive cart before stowing it in the cupboard under the stairs to gather dust.

COMING SOON...

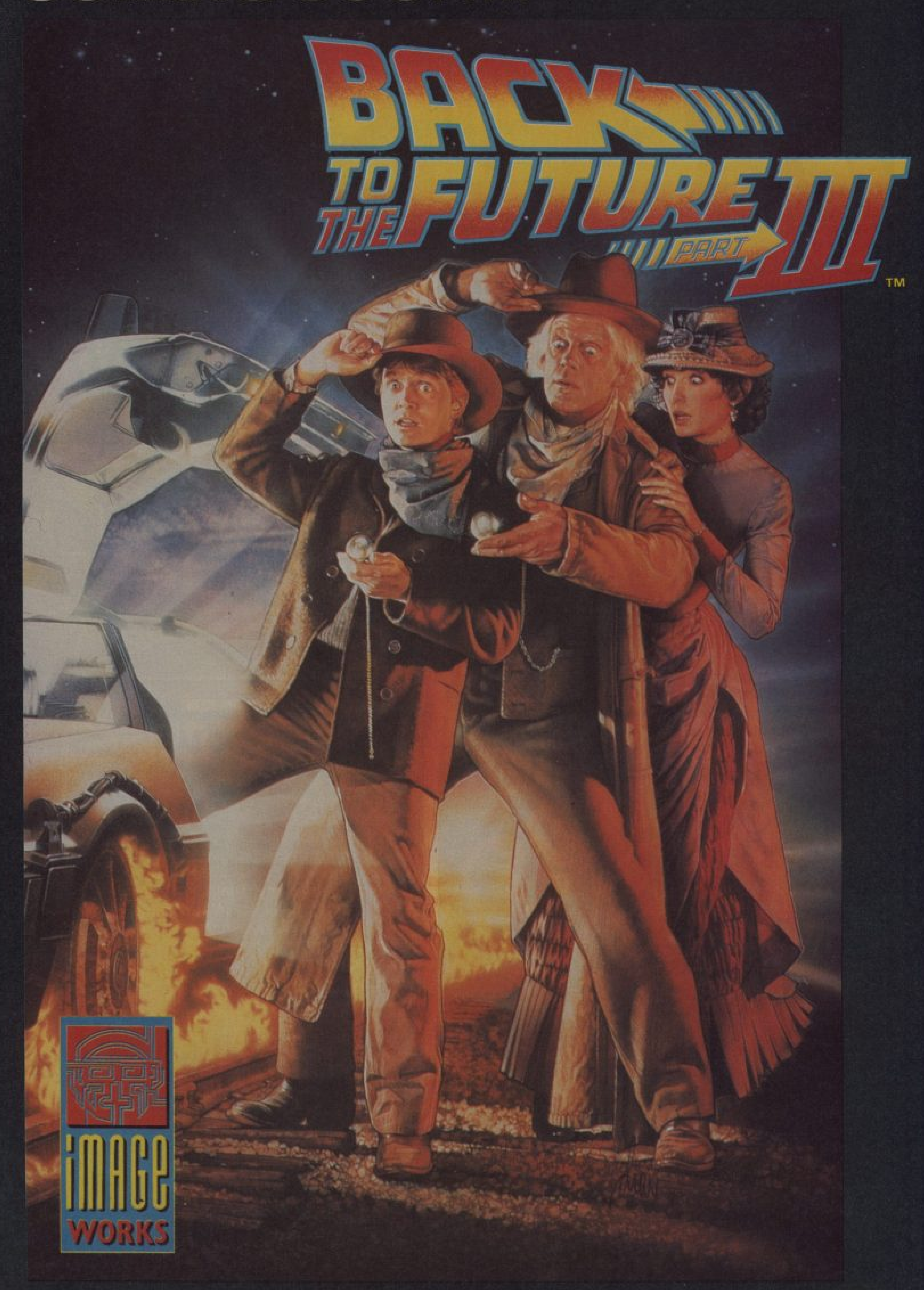


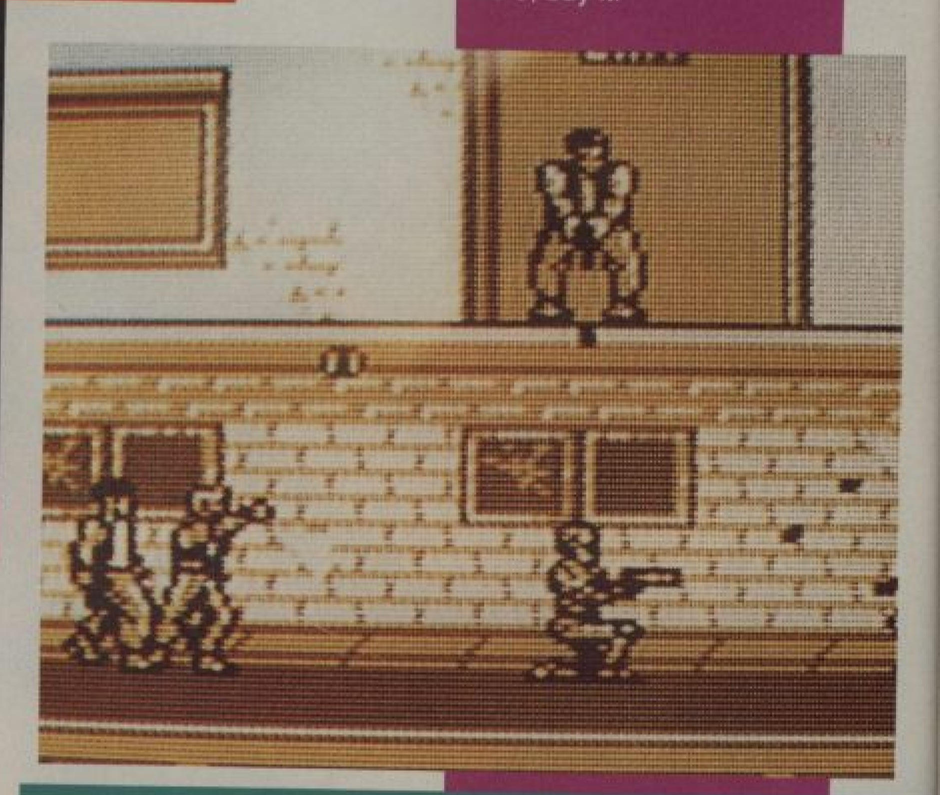
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CVG NEWS
SPECIAL REPORT

Dateline: January 1991, Las Vegas, Nevada, USA. The occasion: the Winter Consumer Electronics Show, with 1,550 exhibits, ranging from a bloke, a dog and a trestle table, to vast lavish jobbies you could get lost in - all in all taking up a whacking 837,000 square feet. In three words, silly but big. Certainly big business, because in America alone a cool 40 billion quid or so crosses the counters every year in the eternal search for the perfect hi-fi, telly and video game. Globe-trotting journo John Cook cruised the place to bring you the best of the action...

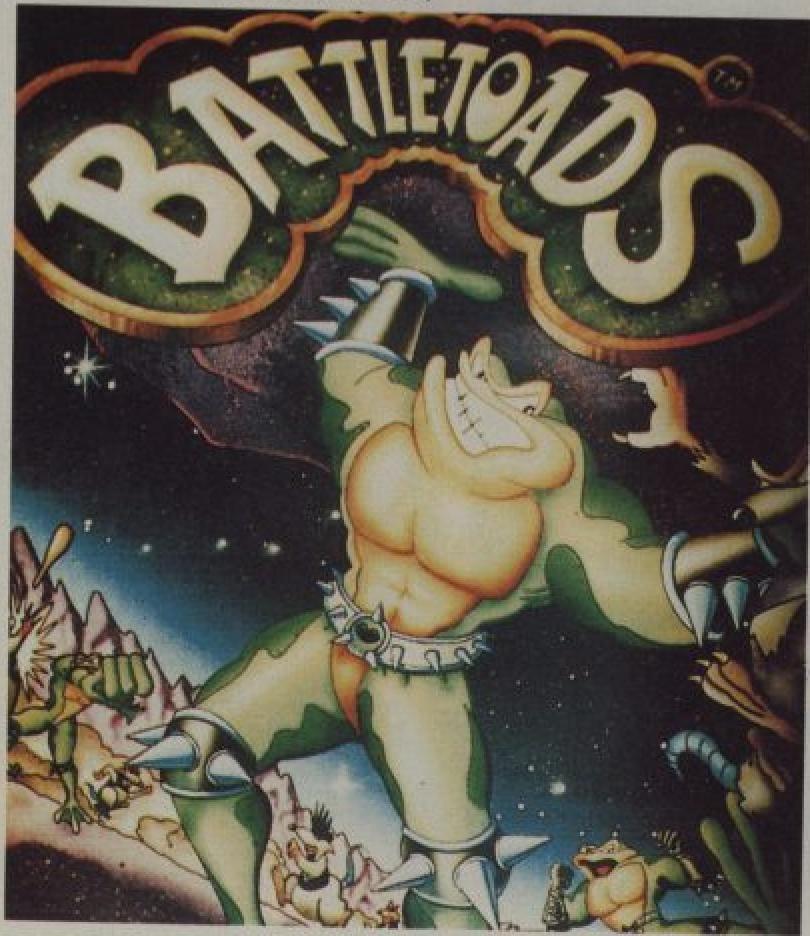
DIRECTIVE 4 - SELL LIKE CRAZY!

Ocean were the only UK company with a big stand in the Nintendo bit of the show, and they claim that their NES stuff is going down a treat, and that they actually sold out of **Robocop** carts this Christmas. Nice going. Above is Robocop on the Gameboy, which looks like it could well repeat that success - Directive 5, buy it!



MUTANT NINJA... TOADS?

So you were the guy who bought 300,000 copies of Teenage Mutant Hero Turtles, eh? Well, y'know the drill - once there's something successful, along comes the bandwagon. So how about a Nintendo game called **Battletoads**! You play this, um, well, there's no way of getting around this, you're a Toad - in a jumpy, jumpy combat game that has little going for it other than being faintly bizarre. The question is are you game for a laugh? The other question is - what will they think of next? (I can think of a third question - ED)



DUNGEON MASTER-ISH

You PC owners have grown old waiting for the PC version of Dungeon Master to come out - don't worry though as two similar style games are on the way in glorious 256 VGA colour. Boy do they look good. Firstly there's **Eye of the Beholder**, in the official Advanced Dungeons and Dragons series - the first of many dungeon bashes the company aims to release - and doesn't it look yummy! That'll be going through US Gold in the UK. Then there's **Might & Magic II** from New World Computing, follow-up to the quite interesting Might and Magic. Again the graphics are mouthwatering in the extreme. Want the ultimate games machine? Buy a 386 PC with VGA graphics - to you £2,000!



FOUR TIMES THE FUN

OK, so you can link you Gameboy up to a friend's and play two player games. But wouldn't it be good if you could link up to another - and maybe another? Well now, up to four of you can play games together, with this fabby link up thing that you all plug into. The first game to be released that can utilise it is a Grand Prix racing game from Nintendo themselves, but they're working on others - and at least one other company, **Bullet Proof Software** (who produced Gameboy Tetris), will be releasing something for it, namely a version of Hybrid Arts' old multi-player 3D shoot 'em up, Midi Maze. Can't be bad!







SIM NINTENDO

Sim City is, as they say, a global phenomenon, with the Japs in particular going gaga over the whole business. So here we have it on Nintendo. It looks good, plays good - and if you've been getting stick over the mindlessness of your cartridge collection, buy this, place parents in front of the screen and tell them you're training to be a city planner. Jolly, jolly good - this is a "must buy" for the NES.

ANIMAL MAGIC

The Sega Genesis (ie our Megadrive) had a huge amount of stuff on display for it - from Sega themselves (including the first real simulation on it from true blue Brits, Realtime Games) and others like Electronic Arts. Most impressive, though, was **Sonic the Hedgehog**, another jumpy jumpy game in the Mario mould, but with an astonishing turn of speed and great music. One of the best Genesis games yet, this cart is going to be the one to sicken your home computer-owning friends. Luv it!







CHEAP LYNX

Atari have been tinkering with the design of the Lynx and have come up with something smaller, lighter - and a lot cheaper! The price of the basic unit? Only $99, or to you about £55. Yes a £55 Lynx, or half the price that you're buying it for now. Admittedly, for that price you don't get a game, link-up cable or power adaptor, but it's sure cheap! So you've got plenty of dosh to spend on those batteries that still only last two hours or so...



PC ENGINE - THE ELEMENTARY CONSOLE

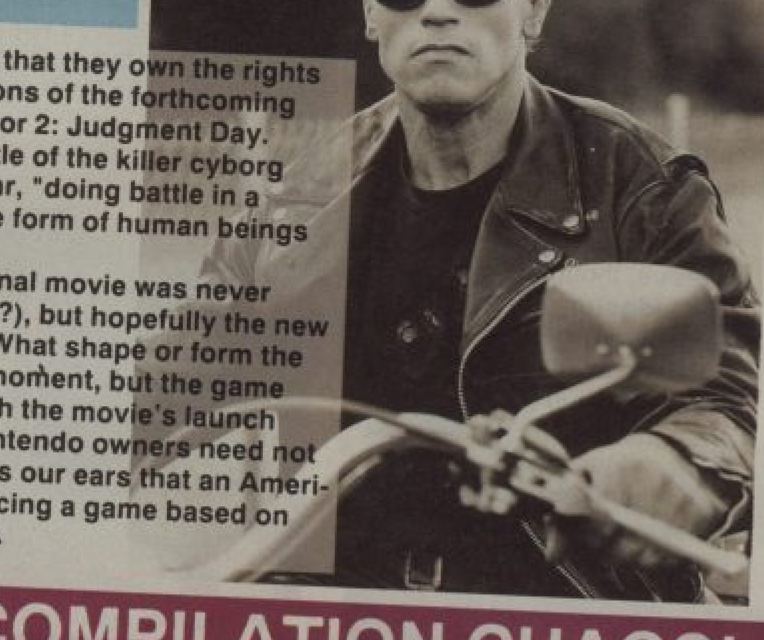
NEC were showing a lot of stuff on the PC Engine (or Turbografx as it's called over there), including the impressive stuff from Cinemaware namely **TV Sports Football** and **TV Sports Basketball**. Most interesting, though, was some stuff on CD - a whole range of it - with **Sherlock Holmes** being the fabbest, with some synchronised video images and voice, as Holmes explains his reasoning. Note however, the game is also on Commodore's CDTV, and runs a lot faster on that...



CVG NEWS

BRITAIN'S BIGGEST-SELLING COMPUTER GAMES MAG GIVES YOU THE FACTS!

TERMINATOR 2



Ocean Software have announced that they own the rights to produce home computer versions of the forthcoming Schwarzenegger movie, Terminator 2: Judgment Day. Arnie once again adopts the mantle of the killer cyborg that made him an international star, "doing battle in a world where machines take on the form of human beings and good versus evil" (sic).

It seems a bit odd that the original movie was never fully licensed (how about it Ocean?), but hopefully the new game should help make up for it. What shape or form the game will take isn't known at the moment, but the game should be released to coincide with the movie's launch (probably Autumn of this year). Nintendo owners need not feel left out either, for word reaches our ears that an American developer, LJN are also producing a game based on the potentially blockbusting movie.

GAMEBOY GETS SERIOUS!

Had enough of Bubble Bobble, Chase HQ or Power Racer? Well, worry not, for GameTek of America (under the new label of InfoGenius) are just about to release four new Game Paks aimed at those who want to use their Gameboys for more "serious" pursuits.

Surprisingly enough, Spell Checker checks your spelling, but has the added bonus of a free calculator (at no extra cost)! The Personal Organiser Game Pak has room for over 200 'phone numbers and has built-in auto dialing facilities (for use with tone-dialing telephone systems).

There's also the Travel Guide, which contains plenty of info on the 20 most-visited American cities, and the French/English Translator - does your mate's poncy Collins Gem enable him to play Batman on the sly?

No UK release dates have been set for these items, but who knows? Pester your favourite import company enough and they might just bring some of these desirable items across The Pond...

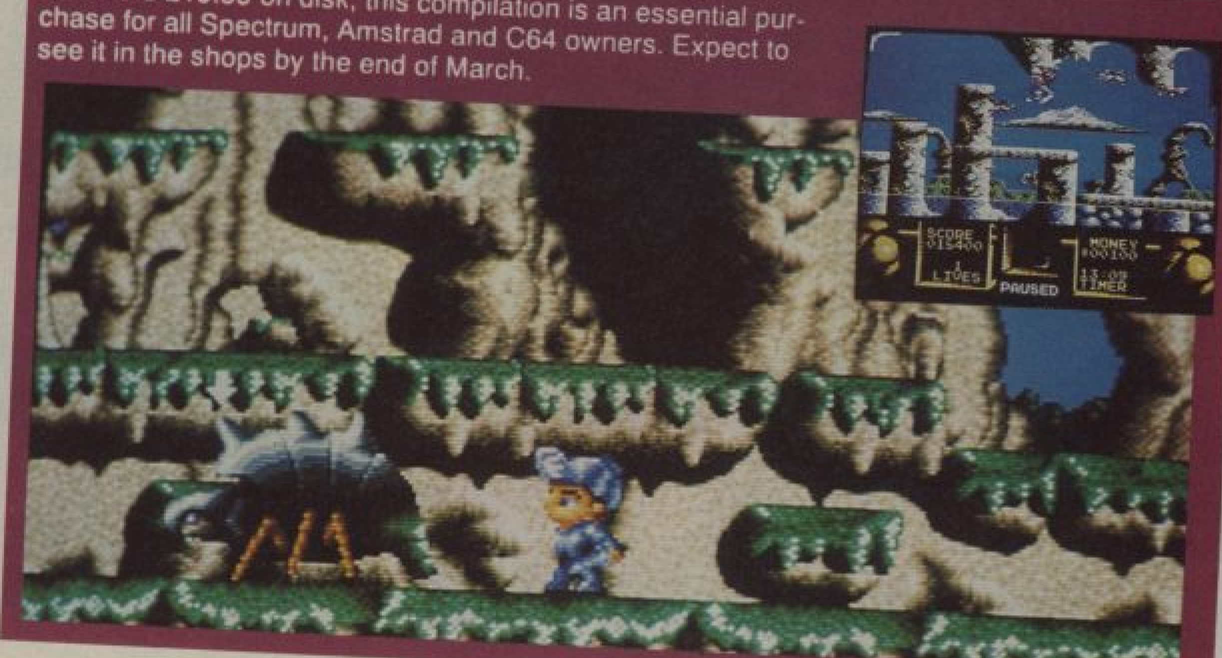
MILLY'S HILL-BILLY

Remember the high speed, high thrill, low casualty car chases of those good ol' Duke boys and Sheriff Roscoe "Peee" Coltrane in the classic Dukes of Hazzard? Millennium obviously do, because their latest game, Moonshine Racers, owes more than a little to that classic slice of wholesome American entertainment.

Their game involves you racing through the county's roadways delivering Moonshine (a home brewed, highly potent alcoholic beverage). Unfortunately, the local authorities aren't really too chuffed with your antics and have despatched their incompetent police force to deal with you with a variety of roadblocks and the like. Sounds a riot - but where's Uncle Jesse and the delectable Daisy?

COMPILATION CHAOS!

System 3, renowned for the quality of their 8-bit wares are set to release a compilation of some of their finest hours. The Premier 8-bit collection features Myth (superb platform/arcade puzzler), Vendetta (Last Ninja-esque arcade adventure with a portion of Roadblasters thrown in for good measure), Flimbo's Quest (brill cutesy platform game) and Ninja Remix (an enhanced rehash of the Last Ninja series). For £14.99 on cassette and £19.99 on disk, this compilation is an essential purchase for all Spectrum, Amstrad and C64 owners. Expect to see it in the shops by the end of March.



SPO4DRTS

BOXING

"4D Sports Boxing is absolutely brilliant...the boxers move pretty much like their real-life counterparts ...Here goes. Ooooooof! (Crunch)." ZERO HERO 90%

"...This is the best game I have ever played..." -Don Mattrick, President of Distinctive Software Inc

"Seconds out...Round One! The crowd leap to their feet as the fighters rain down on each other...was that a stumble? YES! He's down...what a knock out. This is boxing at it's absolute best. What a brilliant fight"

"4D Sports Boxing is simply one of the best sports simulations around...Superb." -The One 90%

DSI

Do you want to box in the Fourth Dimension?

Mindscape and award winning developers DSI bring a new era of games to your home computer with the 4D Sports series. Here the 4th Dimension is realism and the action is amazingly real. Modelled and simulated on real human movement, 4D Sports Boxing is the most accurate sports simulation ever written. 4D Sports Boxing lets you create and save a camp of up to ten of your own boxers. You dictate how tall, how heavy and how strong they are. Next you train them and build them up into lean, powerful fighting machines - then it's time to enter them into their first fight.

MINDSCAPE

For your local dealer, contact: Mindscape International Ltd, The Coach House, Hooklands Estate, Scaynes Hill, West Sussex RH17 7NG. Tel. 044 486 761

For further information on Mindscape products and new releases please call: 0898 234214

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Amiga & Atari ST available January 1991 £24.99

CVG NEWS

PUSH BUTTON ACTION

The latest thing for console gamesters in the States is the amazing new Megaplay system. This system plugs into the cartridge slot of your Nintendo or Megadrive and enables you to have instant access to up to ten games at once - so it's sort of like a video jukebox. There's even a lock-in cartridge option that enables parents to control the amount of time that kids use the console (obviously hiding the power supply is too much for the Yanks). While we're at it, if any of you lot out there can think of any other console peripheral even less useful than this laughable piece of plastic, send off your idea to **HERE'S MY CONSOLE CONCEPT, C+VG, Priory Court, 30-32 Farringdon Lane, London, EC1R 3AU.**

MIRROR IMAGE

Mirrorsoft are set to launch their own 16-bit budget label. Called Mirror Image, it features re-releases of some of Image Works and Mirrorsoft's back catalogues. The first few games to be released include Speedball, Defender of the Crown and Rocket Ranger. They've also signed up Rainbird's Carrier Command for release at the budget price. All of these games will retail at your local software emporium for the princely sum of £9.99.



A KIXX IN THE HAND

Budget supremos, Kixx, are celebrating their latest fistful of £3.99 re-releases with a "buy one, get one free" offer. Yes, it's true (sort of)! Simply buy one of their latest games, fill in the form and choose your desired game from a bulging list of 22. The only slight catch is that you have to pay 99p (postage and packing). Still, it's a rather generous offer, so check out your nearest software emporium for details.

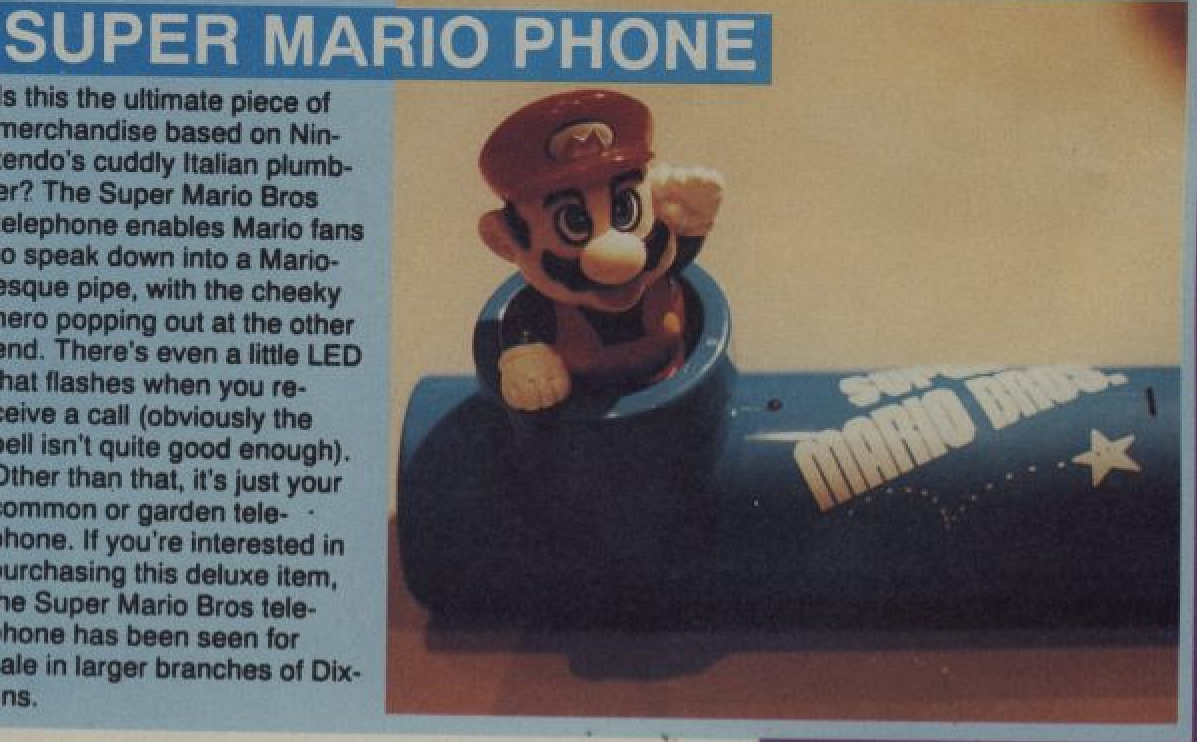
BETTY'S STOCKING

Following last month's probing report that the brill Betty Boo wanted a sexy Sega for Christmas, our contacts at Rhythm King (Betty's record company and, by an amazing coincidence, owners of new games label, Renegade) tell us that not only did Miss Boo get her swingsome Sega, but also a Nintendo and a Gameboy too! Not a bad selection, but we reckon it won't be too long before she trades in all these goodies for a brand new Super Famicom!



SUPER MARIO PHONE

Is this the ultimate piece of merchandise based on Nintendo's cuddly Italian plumber? The Super Mario Bros telephone enables Mario fans to speak down into a Mario-esque pipe, with the cheeky hero popping out at the other end. There's even a little LED that flashes when you receive a call (obviously the bell isn't quite good enough). Other than that, it's just your common or garden telephone. If you're interested in purchasing this deluxe item, the Super Mario Bros telephone has been seen for sale in larger branches of Dixons.

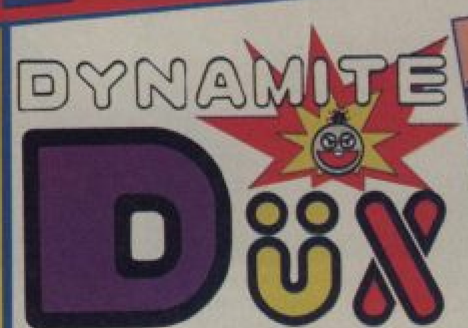


FISTS of FURY



EDITION 2

...the ultimate compilation!



DYNAMITE DÜX

AMIGA

When Little Lucy is stolen by the terrible ACHACHA her two friends BIN and PIN really get angry! When they land a punch KERPOW! No one stands up.

SHINOBI



AMIGA

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AMIGA

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AMIGA

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BY NINTENDO

After travelling the world and dishing out copious quantities of violence to various unfortunates, Mike Haggar (star of Capcom's Street Fighter) has settled down in New York and gone and got himself elected mayor! Unfortunately, the local crime syndicate (code-name: Mad Gear) aren't too happy with Haggar's election promise of destroying the crime wave and have kidnapped Jessica - his leggy daughter!

An all-round street fighting hero is needed to traverse the five rounds-worth of horizontally scrolling screens, doling out violence to any member of Mad Gear who fancies their chances. The objective is to reach the end of round five, where the diabolical leader of Mad Gear is waiting for the Final Fight...

THANKS

Thanks to Console Concepts (0782 712759) for the loan of the cartridge used in this review.

HEROES ANONYMOUS

Mike Haggar is one brutal dude, who is pretty angry at having his daughter Jessica snatched by the Mad Gear. He's a muscular chap, who isn't very fast but he certainly knows how to hit someone... His sparring partner Cody isn't too chuffed either because Jessica just happened to be his girlfriend. Cody isn't as strong or brutal as Haggar, but he's far more athletic. Unfortunately, he doesn't have as many moves as Haggar either.

CHOOSE YOUR WEAPON

During the game, our hero may come across various weaponry that he can use against his foes. The list includes knives (ideal for throwing or stabbing), lead pipes, and even swords! These are either pinched from vanquished foes or found in the barrels that dot the landscape. Throwing foes at other assailants also causes damage, and results in some hilarious pile-ups! There's also food on offer that can top up the hero's energy bar.



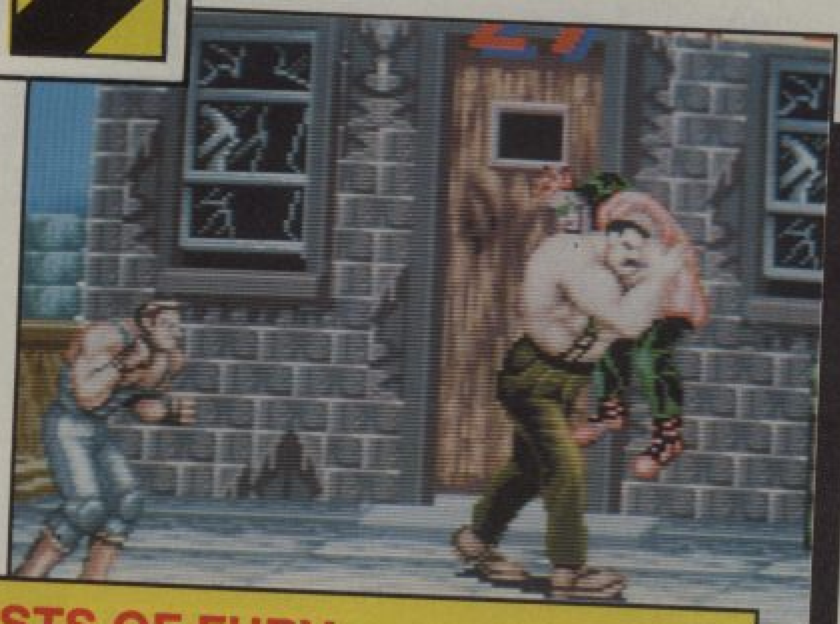
BRUTALITY BONUS

During the game, the constant violence sometimes lets up for just a moment so the player can take part in a bonus sub-game. There are two on offer. One has you beating seven shades out of the Mad Gear boss' prized automobile, while the other is a time trial where the violence-crazed hero must break as many panes of glass as possible!

COMMENT

Oh wow! I like my beat 'em ups and even though one of the levels and the simultaneous two-player option is missing, Super Famicom Final Fight is just as good as its arcade parent! The graphics, sound and playability are almost identical to the coin-op and really show what the Famicom can do. Final Fight is simply the greatest beat 'em up available on any console or computer and it's simply an essential purchase, and bodes very well for the future of Famicom games!

RICHARD LEADBETTER









FISTS OF FURY



The repertoire of moves available to our street fighting aces is many and varied. Haggar enjoys punching, throwing, headbutting and can even produce a mega-damaging jumping pile-driver! Cody on the hand relies much more on his fists, though he's not adverse to throwing, kneeing or producing a terrifying flying roundhouse - guaranteed to floor any member of the evil Mad Gear!





COMMENT



Unlike Rich I'm not exactly struck on beat 'em ups, but I did enjoy Final Fight a great deal, and I'm happy to say that the Super Famicom version is nigh-on identical to the arcade! Audio-visually, as well as for sheer playability, there's no other beat 'em up to touch this on any machine - and I don't make statements like that lightly! For one of the first releases on the Famicom, Final Fight is completely amazing, and a game that any self-respecting fight fan should go out and get NOW!



ROB SWAN



FAMICOM	
GRAPHICS	94
SOUNDS	92
PLAYABILITY	95
LASTABILITY	91
OVERALL	92



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Wotcha mates! YOB returns to a new-look issue to find his column looks the same as it did last month! What is going on? "But your column looked fine to begin with, YOB!" they said. Sounds like a right load of cobblers if you ask me. What they mean is they couldn't be bothered to pull their fingers out and get that new bloke to design something else.

To make matters worse, I psyche myself up for two whole pages of interesting debate and incisive comment, and what do I get? "What flavour sauce did you have with your stewed frog last night?" Thank you Mike "All-Hard" of Penge. I had to be rushed to hospital to have the splits in my sides sewn up.

If you've got something more interesting to say than "Mirthsome" Mike, you might as well write it down and send it in to me at:

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LONDON,
EC1R 3AU.

Any interesting letters will be rewarded with gifts beyond your wildest dreams. Well, some software and possibly a T-shirt as well... Come on, how much bribery do you want?

TOKEN PRAT

Dear YOB,
How ya doin'? Anyway, I've got some questions to ask you and I'll warn you that if you don't print this my best friend - Frank Bruno will come down and make you eat the crappy recycled paper that I use for my printer (undoubtedly - YOB).
1. What flavour sauce did you have with your stewed frog last night?
2. Why are you such a dick-head?
3. Does it take a lot of practice to become an idiot?
4. When was the last time you had your hair cut?
5. When will you be retiring?
Mike All-Hard, Penge, London.
PS: If you print anything insulting about me I'll have you sued for mental damages.

YOB: By the sounds of it, your mentality has been damaged enough already. I don't know why I'm doing this (perhaps I'm getting a bit masochistic in my old age), but I'll answer your questions any way. What a gent, eh?

1) What makes you think you know what I eat for tea? I wouldn't let you near my house, let alone my dinner table.
2) Maybe I just don't get on with irritating air-heads like you.
3) You seem to be in more of a position to answer that question than me.
4) I can't remember. What's it got to do with you, any way?
5) When I feel like it.
Listen up readers! I've had enough of these question letters. Write to me about something interesting. Got it?

STRIDER SORROW

Dear YOB,
Strider. Heard of that before? Well, I have and so has Stewart Spon. In fact Stewart Spon sent in a cheat for continuing on Strider. I was delighted, except for one thing. It's written in double Dutch!
Daniel Hack, Stanmore, London

YOB: Oh my God, another thickie. I'll try to keep this explanation down to words of one syllable shall I? Just start the game and whilst the master is laughing (you'll know when this is happening when he starts laughing) press A, then C, then B, C, and then A. Hey presto. I suppose you want me to complete the game for you now, don't you?



WHAT'S IN A NAME?

Oh YOB,
David Flatt from ish 109 has succeeded in making a complete asshole out of you! He said your Dragon Breed review did not tally. But it does and you failed to notice. Says a lot about your maths doesn't it? David has cleverly displayed the fact that your intelligence closely rivals that of a shrew. Work your way out of this one YOBBO! Chuckle, chuckle.
James Holt, Maiden Bradley, Wiltshire.

YOB: Well, you're one to talk, aren't you? The person who actually wrote in was Dominic Flatt, not David. Says a lot about your reading skills doesn't it? If you read my reply to Dominic's letter, you'd have found that I couldn't have given a toss about his pathetic attempts at working out an average. I was more concerned with pointing out what the overall percentage meant. Work your way out of this one, Jim-Bob! Chuckle, chuckle.

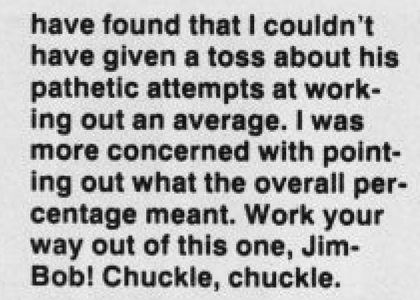
WHAT'S IN A NAME 2?

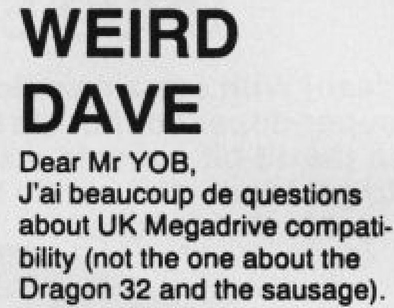
Dear YOB,
Print this letter or I'll get my mate's crappy Acorn Electron 32K and beat your little brain in with it. Now to business. I thought the Turtles game was being made by Mirrorsoft, but when you reviewed it the game was made by Image Works. Pray explain.
A Hardman, Rock'ard City.

YOB: This might come as a bit of a shock, but Image Works is one of the labels Mirrorsoft publish games under - so really it's just another name for the same company. Just like Irritating Git is another name for A Hardman, know what I mean?

THE VOICE OF IGNORANCE

Dear YOB,
Super Famicom, hah! "SM4 contains the most amazing graphics" - large bull's udder! It looks like an NES game from the screen shots...
Lee Piper, Lowestoft.
PS: Send me £23,000,000 quid or die.
PSS: I own a Megadrive, hah!
YOB: Tell me Lee, have you actually seen SM4, or indeed any Super Famicom game in motion? Obviously not, so that puts paid to your pitiful argument. Could it perhaps be that you're a Megadrive owner who's jealous of a superior machine? As it is, SM4 has got "the most amazing graphics" so there. Now go away.





WEIRD DAVE

Dear Mr YOB,
J'ai beaucoup de questions about UK Megadrive compatibility (not the one about the Dragon 32 and the sausage). Perhaps, but first:
1. What's that at the end of your tie?
2. What's the coach fare to Rotherham?
3. What's a nice person like you doing in a place like this?
David Walker, Boston, Lincs.

YOB: I don't know, readers. I just woke up and there was the nurse taking care of me. Ah well, back to the land of dreams...
1. That's my head.
2. Where do you want to go from? Single or return? Smoking or non-smoking? Near the toilet or somewhere safer? You'll have to be more specific I'm afraid...
3. I bet you say that to all the nice YOBs...



DECISIONS, DECISIONS

Dear YOB,
I cannot decide whether or not to purchase an Atari Lynx or a Sega Game Gear. I like the Lynx for its graphics and its sound but since I haven't played the Game Gear, I cannot weigh up the pros and cons. So please, please, please could you help me and also could you tell me which are the best five games for either machine.
Tony Hodge, Manor Park.
YOB: For a start there aren't even five games available for the Game Gear, so it's going to be a bit difficult to answer the last bit of your letter. Since the Lynx has far more games, is officially available and is technically far superior, I'd go for the Lynx. But what's wrong with the Gameboy then, eh?



CYNICS CORNER

Dear C+VG,
Oh well, it's that time of year again. Doesn't seem too long ago since the last ridiculously commercialised event of the year was staring us in the face was it? Yes, it'll soon be Christmas and I wonder what pathetic coin-op conversions the major software companies will be tempting us with this festive season...
Edward A Jordan, Chester.
PS: Oh yeah, before I forget, don't you think that the future of arcade gaming is looking pretty bleak lately. It's a long time since I walked into an arcade and played a game that totally blew me away...
YOB: Dear oh dear, life does treat you badly doesn't it, Ed? You've certainly got a lot to whine on about, that's why I had to cut your letter - drastically. We at CVG agree that there's not much new coming into the arcades these days, but perhaps you'd be happier if you actually left your computer or the arcades alone for a while you might go out and have a good time. Catch a movie, find some friends, hang out at the gymnasium or something. I don't know. Anything.




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REVIEW

AMIGA £24.95
ST £24.95
BY US GOLD

Super Monaco GP

Four of the greatest road racing challenges await you in Super Monaco GP, the amazing Sega coin-op which napalmed the minds of arcadesters when it was released in 1989. But the arcade machine had only one track - the mighty Monaco. US Gold have attempted to surpass the coin-op by adding three more!

The aim of the game is simple. Whilst burning around the formula one tracks in your turbo-charged motor, all your arcade driving skills are tested to the limits as you fight your way to the front of the race. A position limit has been incorporated into the game which becomes more strict after every checkpoint. If your position in the race falls behind that limit, it's game over.

MONACO MOTORING

Before the racing action begins in earnest, the player chooses which type of formula one monster he wishes take the wheel of. The automatic car is recommended to novices, as all the hassle of changing gear is taken care of by the computer. The four-speed model is the next progression. It's more powerful than the automatic, but also a tad more difficult to control. For ferocious Formula One fiends, the seven speed model is the natural choice. It's a bitch to successfully control, but by crikey - does it burn rubber or what?





COMMENT



Although it can't hope to compare with the likes its arcade parent, this conversion is something US Gold should be justly proud. Although the car doesn't handle much like the coin-op version, it's quite a challenge taking some of the tracks' corners - especially when you're using a manual gearbox. So, playability-wise, this conversion's fine. The graphics are great as well with a lot of detail and a nippy turn of speed. My only gripe is the fact that there are only four tracks, I still find it hard to understand why US Gold didn't incorporate the world championship circuit (16 tracks) that was featured on the Megadrive version. Don't get me wrong, Super Monaco GP is a damn fine game on both the ST and Amiga. Lotus still rules, however as the best 16 bit road racer.

RICHARD LEADBETTER

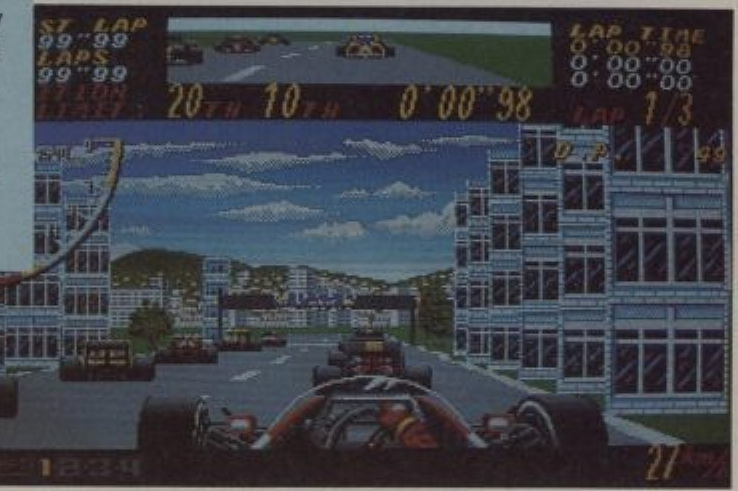


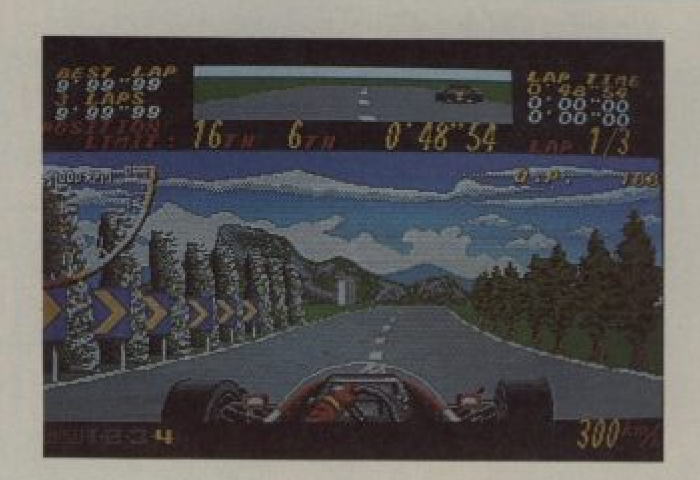




RACE DRIVIN'!

The route to actually taking part in the Monaco race is long and tortuous. Your first port-of-call is France and if you successfully conquer that grand prix marvel, there's the terrors of Brazil and then Spain to keep you occupied before you qualify for Monaco. But beware, just like real-life racing, there's a chance that you will have to cope with wet conditions! Obviously, there's less likely to be a slippery track in Brazil than France (because it's hotter, y'see), but drivers who reach Monaco will have to race the circuit in both dry and wet conditions!





UPDATE

From what we've seen of the 8-bit versions of Super Monaco GP, they're all looking pretty hot. Probe are pretty much the masters of C64 road racers and so not surprisingly, the C64 version looks the most impressive of the 8 bit bunch. Sega have already released their own version of the game for the Master System and Megadrive and they're both excellent games.

COMMENT



As Amiga race games go, Super Monaco GP is pretty good, and the programmers at Probe deserve credit for trying to fit in as much of the arcade game as possible. However, although it sports features that even the Megadrive version couldn't provide, the game is by no means perfect. The trackside objects are in there in abundance, but they sometimes scroll past in such a way that they make it look like the car has stopped or slowed down to a crawl, making things a tad confusing, especially when a corner is approaching and you're not sure of your speed. This problem also makes the omission of the track diagram a little disconcerting, but after a while you get to learn where the curves and the straights are going to appear. I agree with Richard, that while this is a good conversion, it's not as playable as Gremlin's Lotus.

PAUL GLANCEY

AMIGA	%
GRAPHICS	88
SOUNDS	82
PLAYABILITY	84
LASTABILITY	80
OVERALL	85

ST	%
GRAPHICS	87
SOUNDS	70
PLAYABILITY	83
LASTABILITY	80
OVERALL	83


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To celebrate this, CVG, in conjunction with Audiogenic, are giving one lucky reader the chance to win a brand new Exterminator arcade machine! Phewee!

What have you got to do to lay your hands on this barrel of laughs in an arcade cabinet? Simple, innit! All you have to do is answer the three bug-related questions to be found somewhere on this page! Once you've got the answers, scribble 'em down on the back of a postcard, sealed envelope or crushed cockroach (postcards or envelopes will do nicely thankyou - ED) , and send your entry to:

THE BIG UGLY BUG COIN-OP COMP,
COMPUTER AND VIDEO GAMES,
PRIORY COURT,
30-32 FARRINGDON LANE,
LONDON
EC1R 3AU.



THE QUESTIONS

1: What was the name of the 1954 monster movie which inspired Cinemaware's It Came From The Desert?

(a) "Them!"
(b) "It!"
(c) "Carry On Sergeant"

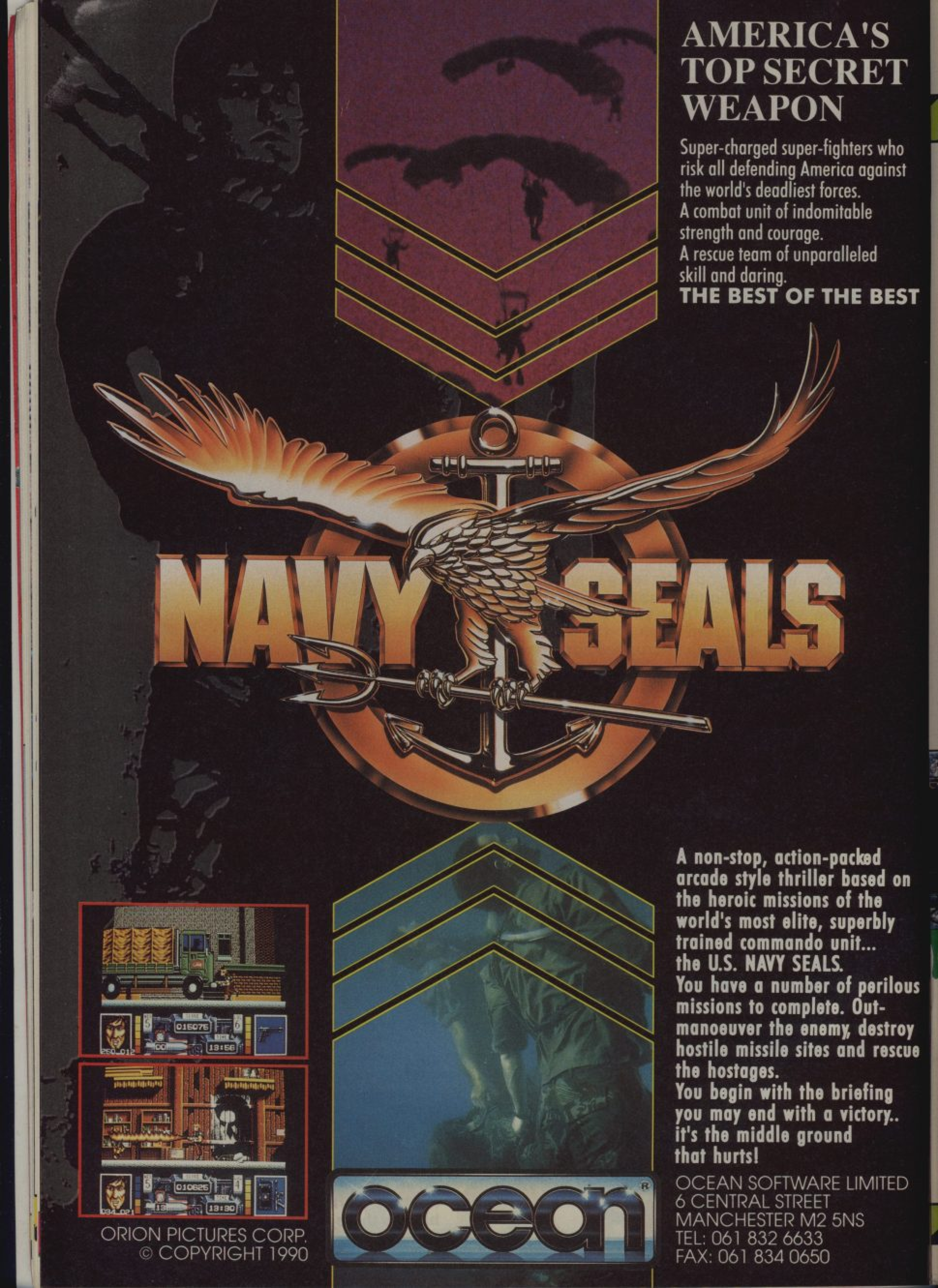
2: What's the title of the new movie starring a whole heap of spiders!

(a) "Attack of the Whole Heap of Spiders"
(b) "Arachnophobia"
(c) "Carry on Spiders!"

3: Who directed the 1986 remake of "The Fly"?

(a) Martin Scorpion
(b) David Cronenburg
(c) George Locust

Get 'em in before March 17th or you won't get nowt! Oh, yeah, and don't bother sending in multiple entries - the only place they go is in the bin! So there - nyur.


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UPDATE

Horror Zombies is due to make an appearance on the Atari ST at much the same time as the Amiga version, priced at £24.99, and shouldn't be that much different from what's revealed here.



AMIGA **£24.99**

BY MILLENNIUM

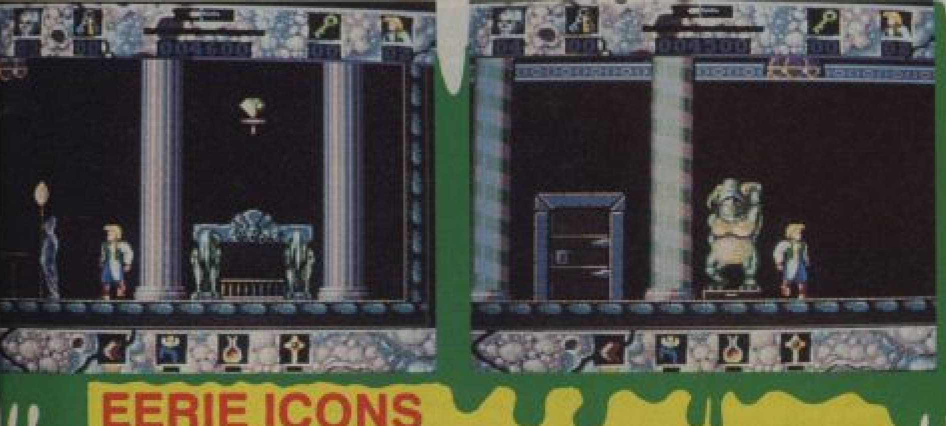
HORROR ZOMBIES FROM THE CRYPT

SEE! the blood
FEEL! the terror
HEAR! the screams
Evil that knows no bounds!
SO TERRIFYING YOU'LL WISH YOU WERE SOMEWHERE ELSE!
WITH NEW TRUE-LIFE COLOUR
AN ASTRALVISION PRODUCTION FROM MILLENNIUM STARRING ROCK E. HEADSTONE DIRECTED BY TERRY FIED INTRODUCING CARLTON CRINGE

It is night and the creatures of the night are abroad. Everything evil from your worst nightmares are out and about, and blood is first order on their menu. Your blood, to be precise. Any normal person would gibber with fear and run away rather quickly leaving a particularly messy brown trail behind you. But you aren't any normal person - you're a hero! If the blood-suckers don't get you, they'll be after the local townsfolk, and it's your duty as a right-on dude to protect them isn't it?

To save the town from being painted red, you must infiltrate the zombies' mansion and kill the inhabitants for the second time.





EERIE ICONS

As you run about the scrolling castle, there's two things you're likely to meet. First of all is the vast variety of zombie-like creatures after you. Secondly, there are the different icons dotted around the castle. These endow you with different weapons like knives and boomerangs. Skulls and jewels can also be collected - but beware! Collecting some might set off a potentially fatal trap and you wouldn't want that would you?



COMMENT



After the terrific James Pond, I was expecting great things from Horror Zombies from the Crypt. Unfortunately, it's not quite as playable as their last game and the game concept itself isn't that much advanced from the days of Jet Set Willy (remember that?). The gratuitous lashings of "horror" add something of an atmosphere to the game, but it is more comical than horrifying. For example, when our hero dies he rips his own head off (!?). Horror Zombies from the Crypt has all the gore and terror of an episode of Doogie Howzer, MD, the most horrifying aspect of the game is its price. The low thrill factor doesn't warrant the price I'm afraid.

RICHARD LEADBETTER

AMIGA	
GRAPHICS	67
SOUNDS	70
PLAYABILITY	65
LASTABILITY	59
OVERALL	65

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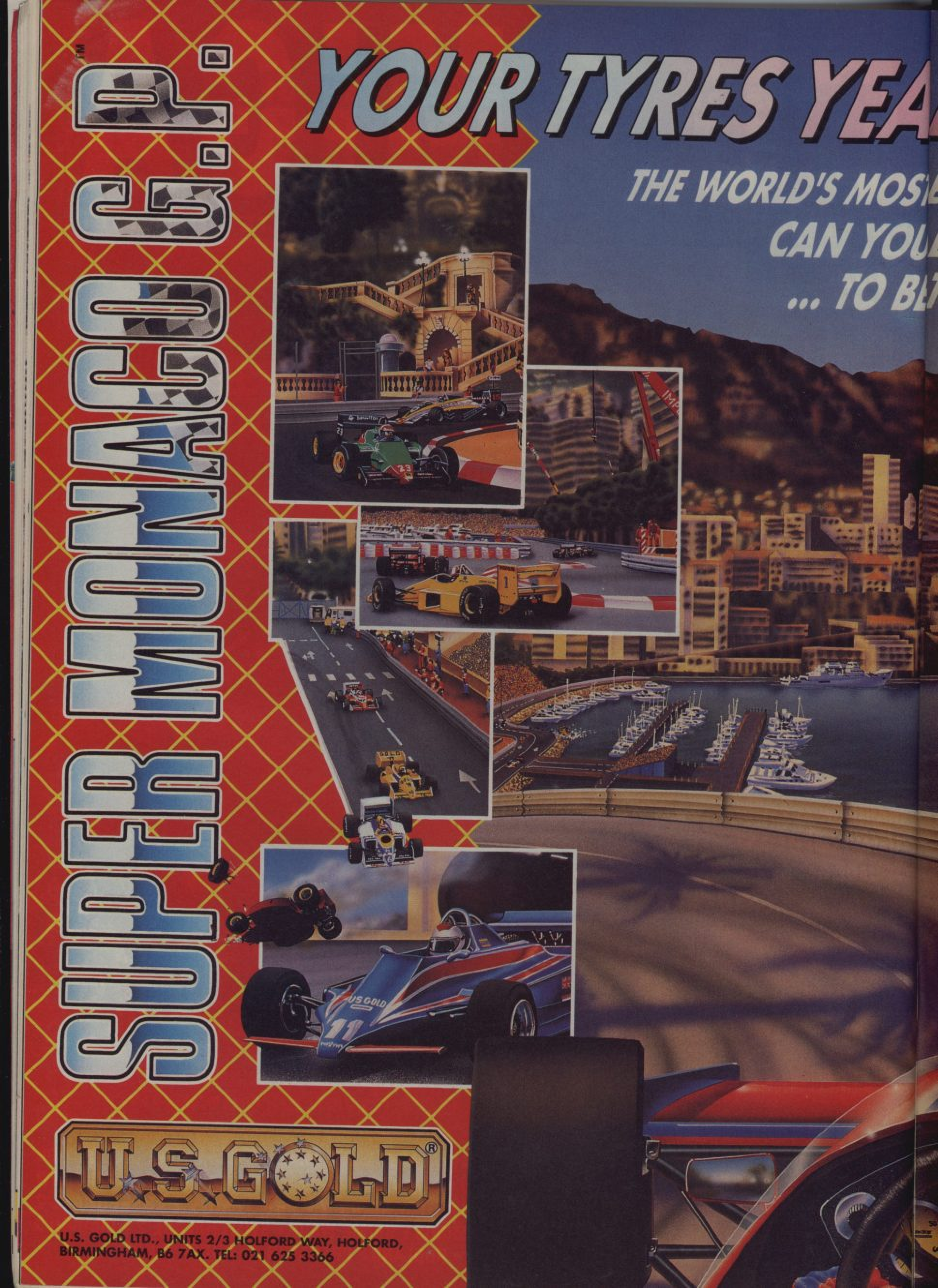
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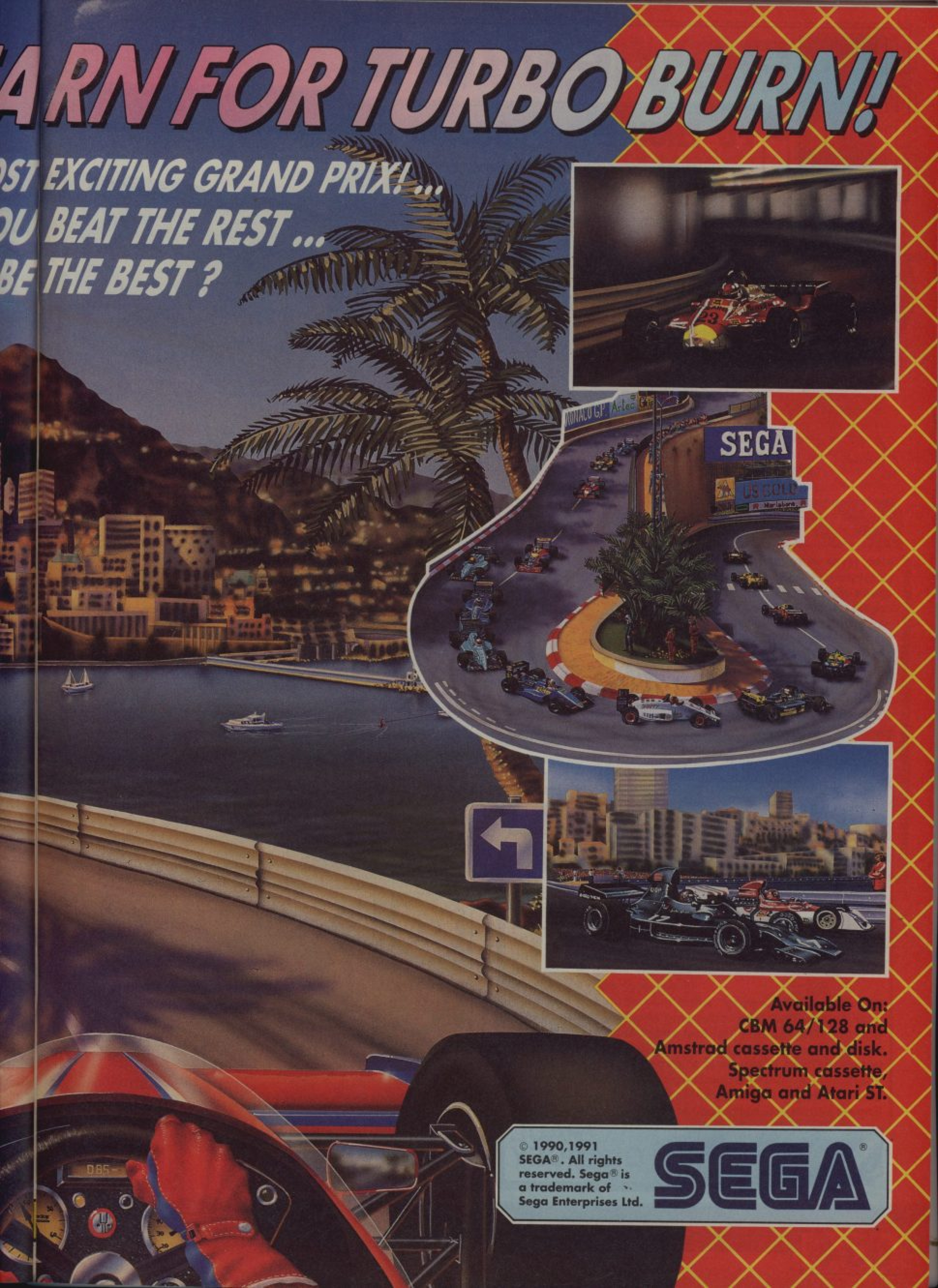


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REVIEW

PC ENGINE £33.00

BY HUDSON SOFT



Bomber Man's girlfriend has been kidnapped by an evil gang of ruthless killers who don't like Bomber Man much. Not surprisingly, Bomber Man isn't exactly over the moon about his woman being taken away from him and pausing only to scoop up his bottomless bag of bombs, decides to stage a daring rescue attempt! Hurrah!

Unfortunately, before Bomber Man can reach his imprisoned ladyfriend, he's got to work his way through countless mazes dropping bombs in order to dispose of all the nasty creatures. Bomber Man has got to be quick though - when a bomb is dropped, our hero has to make sure he's not in the path of the explosion or else!

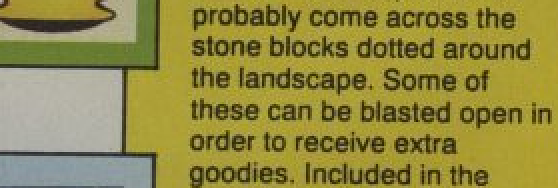
As well as being able to play solo, Bomber Man can take up to four of his mates with him (if you have a five-way joypad tap). Alternatively, five players can take part in a bomb battle in which they have to blow up the other players until they are the last one standing!



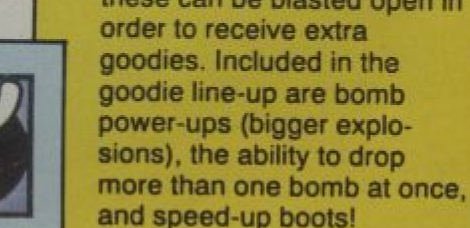
THANKS

Thanks to Console-Concepts (0782 712759) for the loan of the cartridge used in this review.





EXPLOSIVE EXCITEMENT!



During Bomber Man's dynamite-laden exploits, he'll probably come across the stone blocks dotted around the landscape. Some of these can be blasted open in order to receive extra goodies. Included in the goodie line-up are bomb power-ups (bigger explosions), the ability to drop more than one bomb at once, and speed-up boots!

COMMENT

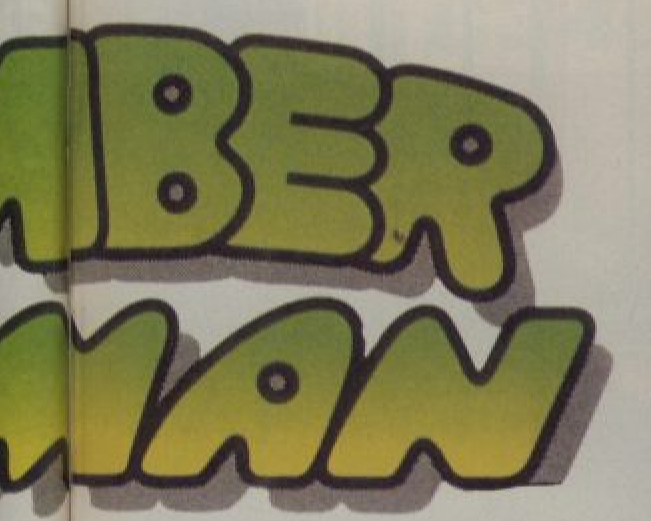


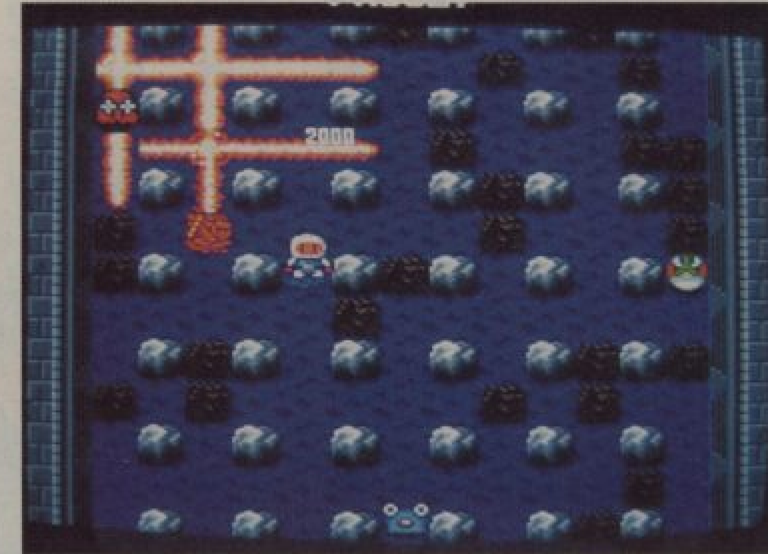
I saw this and I thought, "Nahhhh". Then I played it and I thought, "Yes, yes, yes!" Games don't come much simpler, and they rarely look as basic, but Bomber Man manages to be brilliant in spite of it all. You can tell when a game is great when people in our office start "disappearing" when they shouldn't and then later on you find them swapping level passwords - and Bomber Man has had just that effect. It has the uncanny ability to keep the player totally fixated much longer than is healthy, and if you have a joypad tap, you'll have no shortage of volunteers to join you on a multi-player explosion excursion. Another tremendous release from the PC Engine specialists at Hudsonsoft!

PAUL GLANCEY















COMMENT



Bomber Man is very, very simple but just completely absorbing and totally addictive, especially when played with five players and a joypad tap. The graphics are nothing special at all, but the sound is brill with catchy music that totally suits the frenetic action! Don't be put off by the simple exterior of this game, once it's got its teeth into you, it won't let go and it'll do every in its power to humiliate and degrade your gamesplaying prowess! You'll never regret adding this game to your PC Engine collection. It's brill, fab and it's tops in my house and no mistake.



RICHARD LEADBETTER





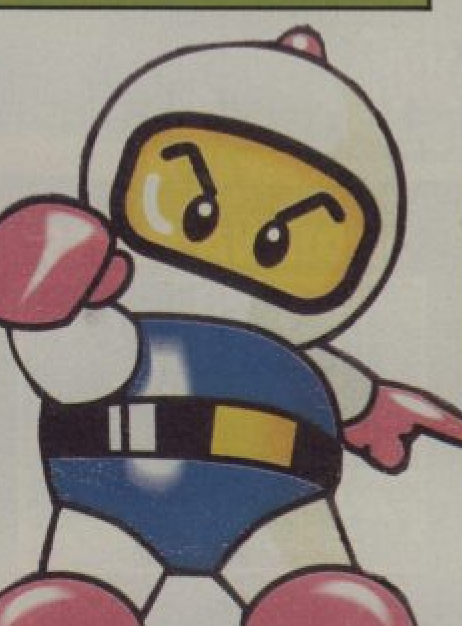










PC ENGINE

GRAPHICS	70
SOUNDS	87
PLAYABILITY	96
LASTABILITY	93
OVERALL	93

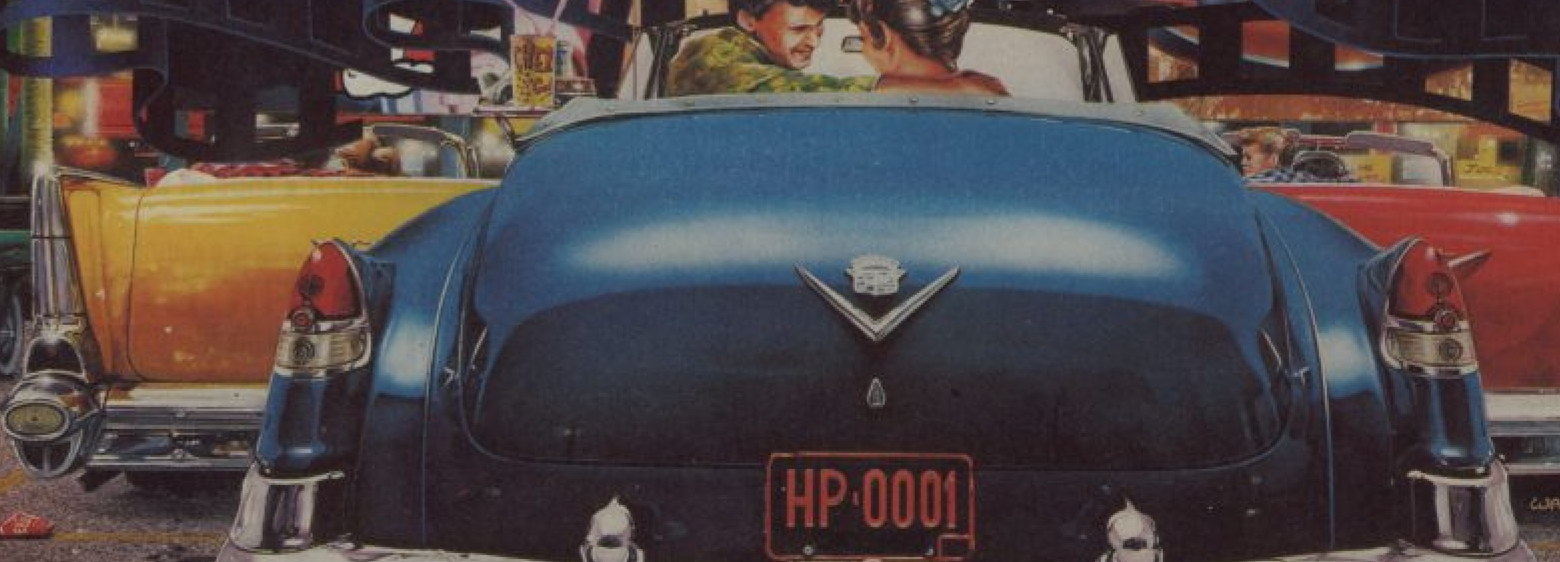
THE COMPILATION PACK OF MEGA STARS

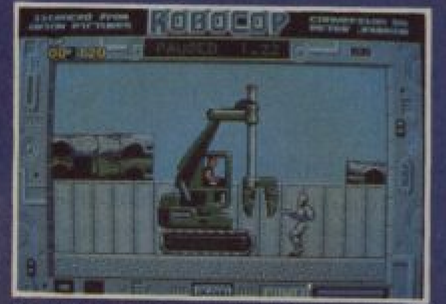
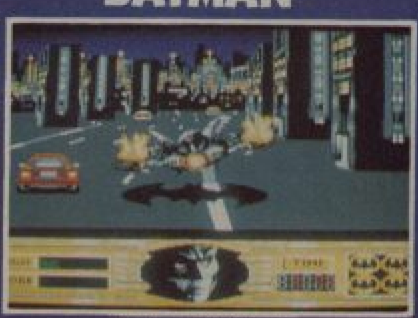
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THANKS!
Thanks to Console Concepts (0783 712759) for the loan of the cartridge used in this review.



The scourge of Transylvania, Count Dracula, has been imprisoned by his age-old enemy, Professor Van Helsing, and is being held captive far across the land. The only one who can save The Count is his oddball offspring, who would rather tuck into a can of tomatoes than sink his teeth into some unsuspecting victim's neck!

What this all boils down to is a wacky multi-level platform romp in the PC Kid mould, with Drac Jr up against rampaging orange blobs, stone heads, wooden crosses, flying rubber ducks, and some of the strangest end of level guardians ever, including a Jason Voorhees (of Friday 13th fame) lookalike! Can the valiant vampire succeed or will he end up in a box with a well-done stake?





COMMENT



PC Kid was a real hoot, and I'm glad to see that more games of this ilk are appearing on the Engine - Son of Dracula being one of the best yet. The graphics are colourful and well animated, and about as cute as you could possibly want, and the game is just so addictive, once you start playing you won't want to stop. My only niggle is that the first few levels are a touch on the easy side, but once through those, you really need your wits about you. If platform fun 'n' frolics are your thang, check it out.

ROB SWAN

We'd like to see Drac get his ▼ teeth into this big, bad wolf!



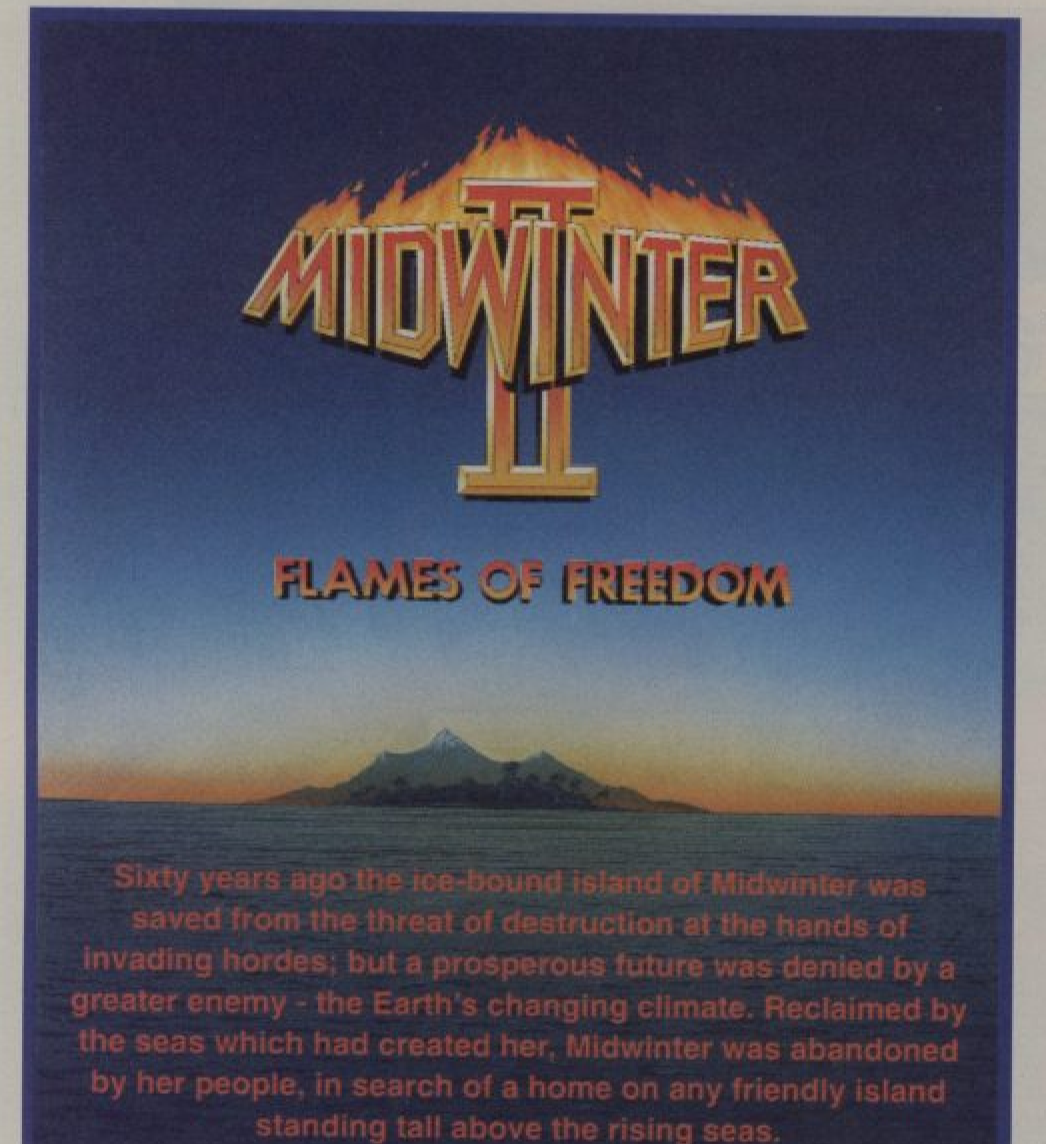
SOMETHING TO GET YOUR TEETH INTO

Drac Jr's not powerless against his foes - not only is he armed with his dad's magical staff (which fires bolts of white light), but he can also collect suits of armour (which protect him for a certain number of collisions, and also enhance the staff's firepower), and other items of clothing, including a nifty pair of Doc Martens, which allow Drac to stomp on nasties' heads!

PC ENGINE

GRAPHICS	89
SOUNDS	80
PLAYABILITY	91
LASTABILITY	90
OVERALL	90

FLAMES OF FR





"In the more temperate equatorial reaches of the Atlantic, only one of forty-two islands held out a hand, welcoming the survivors into the Atlantic Federation, a force for peace, prosperity and democracy. But the new home is threatened by the evil Saharan Empire, a mighty military dictatorship based on the African mainland, already enslaving the other island communities, and ultimately intent on conflict with the Federation.

The enslaved islands are home to freedom fighters looking to break free from Saharan domination and join the Federation. The mammoth task facing the Federation is to covertly aid the liberation of as many islands as possible before the Saharan Empire makes its final push for Atlantic domination. The Flames of Freedom must be lit. The torch is about to be passed to you."



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MISSION BRIEFING - BENI MAZAR

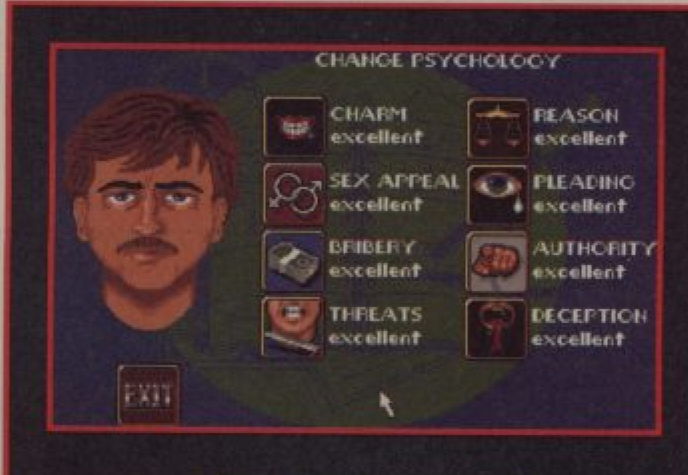
Your first mission objective is to sabotage a Power Station, You'll need to think through the entire process for yourself:- steal explosives from a local army base; find the engineer who designed the station; rescue his daughter to persuade him to give you the plans; hijack a vehicle for use; dodge or kill the sentrys; plant the explosives, and finally escape unseen.

In every mission,you are on your own, but not without help. There are 4000 individuals with which you may interact, including friends, foes, and foes pretending to be friends. Every character has their own looks, personality and life history to assess. You have twenty-four modes of transport available to you, across land, through the air and both across and through the seas. You have over a quarter of a million square miles to cover, all mapped using Maelstrom's unique 3-D light sourced fractal landscapes, and thousands of buildings to explore.

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Flames of Freedom will be available soon for your Commodore Amiga, Atari ST and IBM PC Compatible, from Rainbird, the Masters of Strategy.



★ Sophisticated character profile generators allow you to choose your own looks, sex, psychology and physical characteristics.

★ Choose to use Training mode to practice any aspect of the game, 'Firefight' to try one complete mission, or 'Campaign' to tackle the whole shooting match !

BENI MAZAR
Beni Mazar was originally a settlement solely for emancipated slaves, its foundations built with money donated by sympathetic industrialists, and many of the impressive buildings erected at this time still exist. The rebel politician Mboko Ebuta and his wife Shama are imprisoned on the island, charged with distributing seditious literature.



★ Cover a quarter of a million square miles of accurately mapped 3-D terrain, generated by light-sourced fractal techniques.

★ Auto-route options allow you to plan and execute travel within the 3-D automatically.

★ Interact with 4000 characters, each with an individual personal profile.



★ Utilise 24 modes of transport, across land, skies and seas.

★ Fight with 12 different weapons against a massive array of opposing firepower.

★ Use your investigative and deductive techniques to solve endless challenges to aid your progress.

enturous strategy game. Midwinter II, This time its personal !



AMIGA **£19.99**

BY RAINBOW ARTS

After defeating the evil three-headed demon, Morgul, the warrior Turrican has now got to face his greatest challenge - travel to the far off world of Landorin, and save the inhabitants from the deadly forces of the Machine - a powerful bio-mechanical unit, controlling hundreds of drones and mutants which constantly seek out the weakened inhabitants in order to destroy them utterly!

Your task as Turrican, is to fight your way through the levels, blasting the aliens as you go, but if things get a little sticky, you can either use a blast-wall to clear everything on screen, or you can even transform into a gyroscope, which can leave mines in its path!

COMMENT



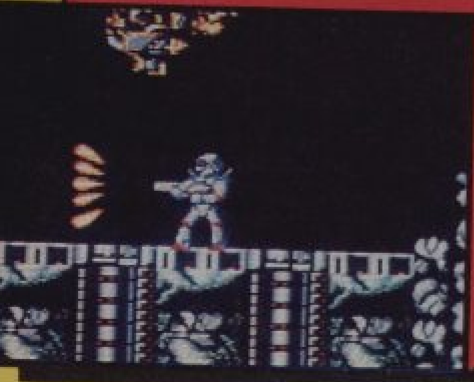
Flippin' hell! With it's arcade quality scroll, amazing colour fades and jam-hot playability, Turrican 2 is something of an awesome game! The graphics are simply amazing and incredibly smooth, and easily surpass the original Turrican game. There's even a Z-Out-style horizontally scrolling shoot 'em up level in there somewhere for you to find and it's just the business! Arcade junkies need look no further for the ultimate Amiga shoot 'em up experience.

PAUL GLANCEY



FIRE AND FORGET

One of the main features in Turrican II is the greatly enhanced firepower. By collecting icons the weapons Turrican can accumulate and use are:



The bog-standard cannon - starts as a single shot weapon, but extra power-ups turn it into a three-way, then a five-way shot.

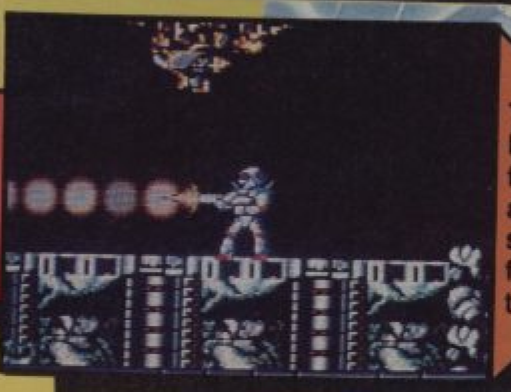


Destructo-wall - you begin the game with three of these smart weapons, which annihilate everything on the screen with its expanding laser force field.

Gyroscope - transforms Turrican into an indestructable, mine-laying gyroscope! Essential when the going gets tough.



Plasma cannon - more powerful than the ordinary cannon, but doesn't have quite the same coverage. Powerful in the right hands...



The Megaweapon - for a limited time, Turrican is transformed into Gyroscope form and bounces around the screen at a high rate of knots firing off every weapons system known to man or robot!





TURRICAN 2



THE FINAL FIGHT



UPDATE

A version for the ST should be out about now, also for £24.99. Save a few colour and sound differences, there should be little between this and the Amiga version - check out next month's ST Bytesize review!

COMMENT



If you thought Turrican was one of the biggest and best blasters available, think again! Turrican II is absolutely stunning in all respects - the graphics are brilliant, and the sound is a real treat to the ears, with lots of explosions and speech, and some cracking soundtracks too! As far as playability is concerned, Turrican II is one of the most addictive and playable blasters I've seen in many a moon. Once you start, you'll have a hell of a job putting the joystick down again! If you liked the original, get this - you won't be disappointed!

ROBERT SWAN

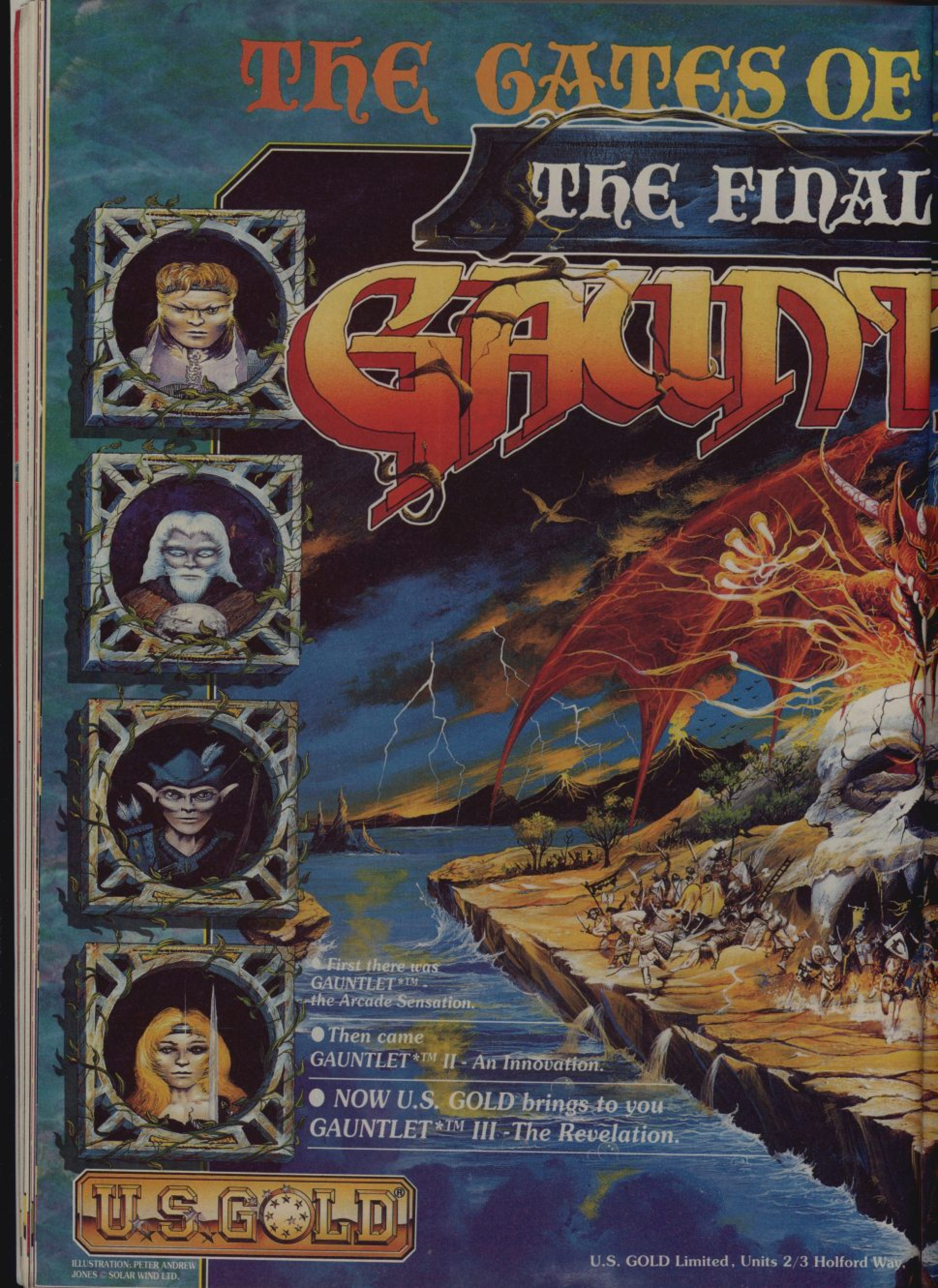


The most powerful beam weapon - cutting through anything with it's thin, powerful beam.



Bounce weapon - fires off a normal laser bolt that splits into two when it hits a wall. The resulting photons then bounce around the screen destroying everything in their path!

AMIGA	
GRAPHICS	94
SOUNDS	93
PLAYABILITY	95
LASTABILITY	94
OVERALL	94



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REVIEW

CBM 64 £9.99

BY THALAMUS

FREE! A FUZZY WUZZY IN EVERY PACK!

Strange creatures from the planet Blot are desperately trying to escape their planet and the associated stigma of being called Blotians (pretty uncool name, huh?). So, these creatures pile into a colony craft and head over to Earth to start anew. For a start, they're now called Fuzzy Wuzzies (sounds about as hip as Lionel Blair) and the island they've landed on is now called "The Hippest Place in the Known Universe".

Got that? Well, the island's inhabitants are pretty miffed at having their home renamed and are even more narked at having a bunch of annoying cute creatures running amok all over it. So, these cunning demons invite the Fuzzy Wuzzies to a wild party and then proceed to kidnap them and lock them in a torture chamber.

Fortunately, one Fuzzy Wuzzy was barfing his guts out (too much beer, see) when the kidnapping took place, and now he's out for vengeance! Clyde Radcliffe is his name - and he means business!

▼ Messing about on the river with Clyde Radcliff!





BEHIND THE STORYLINE

Behind the very bizarre scenerio lurks a pretty straightforward platform game - the object being simply to reach the right hand side of the horizontally scrolling playfield. Along the way, Clyde can blat meanies with a variety of extra weaponry and hold down the fire button to unleash some fiery death breath - frying any meanies that get in the way!



COMMENT



Creatures is simply a fun game! Blatting the various meanies is good fun, but the huge variety in the levels and the different tactics required to progress makes it a real winner! C64 owners are going to love this, but there's a couple of rough edges. For example, there's plenty of ramps around but Clyde's got to jump up them rather than just walk up them. Small niggles apart, Creatures ain't 'alf bad and C64 owners should buy this now.

RICHARD LEADBETTER

▼ Clyde chucks his bombs about, and why not?



UPDATE

No other versions of Creatures are currently planned, but if the situation changes, we'll let you know.



ATURES

HE UNFRIENDLY, REPULSIVE EARTH-RIDDEN SLIME

SHOPPING

At the end of each level, there's a shop where Clyde can purchase some more weaponry to add to his collection. But the shopkeeper isn't interested in money. Well, he probably is, but his idea of money is an assortment of furry little animals! These are dotted throughout the levels, just waiting for Clyde to pick them up.







A rather bad case of hali-tosis and no mistake!

COMMENT

Creatures takes me back to the good old days of C64 games, when playability was the important factor, not graphical flair. Creatures has both, and mixes them to make a game which is both good to look and listen to, as well as being addictive as heck! If you're a C64 owner starved of fun software, have a look at this at once - you'll be hooked.

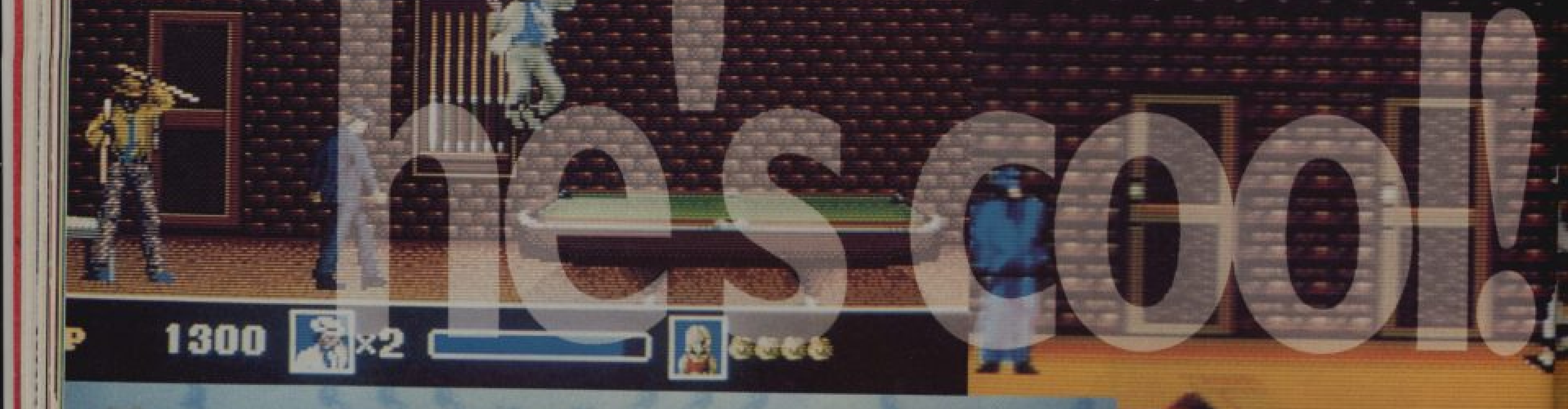
ROB SWAN



CBM 64	
GRAPHICS	89
SOUNDS	82
PLAYABILITY	90
LASTABILITY	90
OVERALL	90

michael

he's cool!



he's

'castle of illusion' *starring* mickey mouse

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el jackson's 'moonwalker'

dick tracy

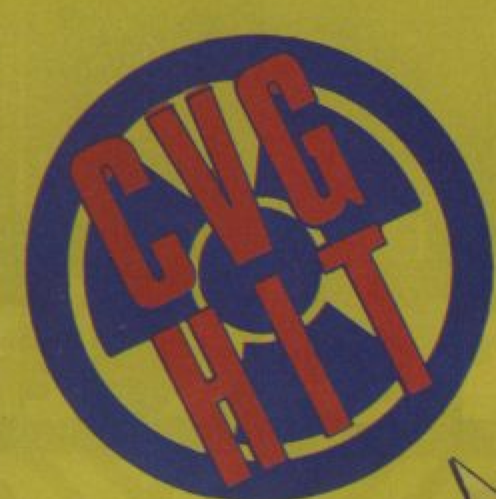




SUPER FAMICOM
£39.99 BY NINTENDO







Mario is back! You can't keep a good plumber down, and here he is, out to defeat the evil King Koopa and rescue Princess Toadstool from a fate worse than being sealed in a vault with a hi-fi and a lifetime's supply of Val Doonican records!

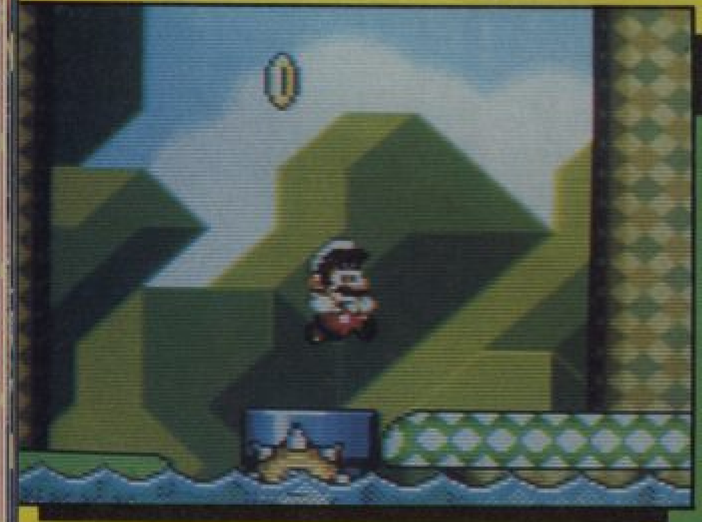
Following a similar style to Mario's previous adventures on the NES, the mustachioed monster-mangler has to make his way through seven platform-strewn worlds, each filled with an assortment of wacky creatures - all of them out to make Mario's life particularly unpleasant.

Mario can fight back, however, by jumping on them, or collecting all manner of power-ups to increase his creepy-crawly-crushing capabilities.

Watch out for magic blocks along the way. Biff them from beneath and coins cascade into Mario's dungaree pocket - collect 100 of these and he's awarded one extra life!





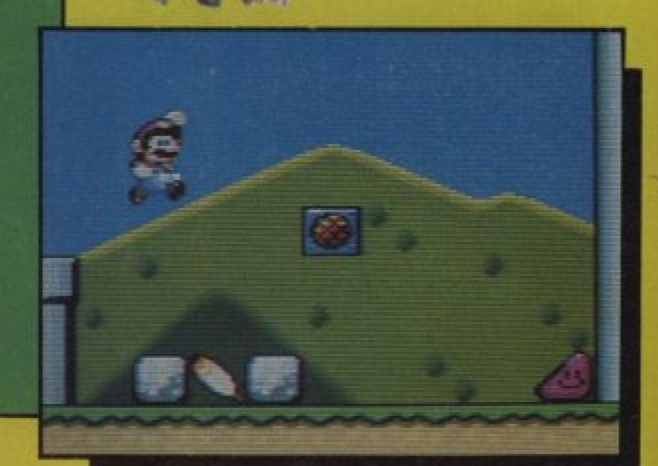


▲ *Maniacal madness with Mario as he enters the water level.*



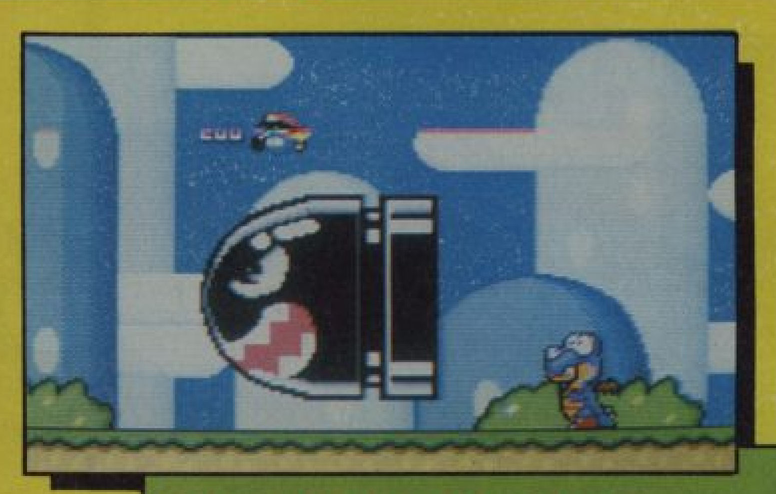
MAGIC MUSHROOMS (AND OTHER WEIRDNESS)

Like the previous three Mario games, mushrooms can be used to give Mario a better chance of survival. A standard mushroom will increase Mario's size, where as a green mushroom will give him an extra life. But that's not all - flowers will provide Mario will fireballs, which kill off nasties with one touch!





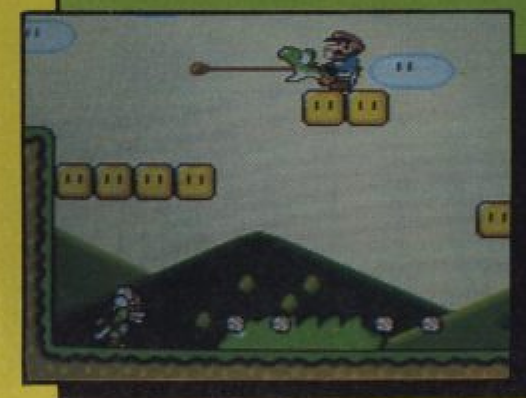






DIZZY DINOSAURS

If you're really in a fix, magic eggs can be found along the way, which produce a dinosaur for our hero to ride! Dino's not defenceless, either - a press of the fire button will send his tongue lashing out, and if any enemy is unfortunate to be nearby, he'll be dragged into Dino's maw, and can be spat back out as fireballs!





COMMENT



I thought there was no way that Mario III on the NES could be topped for sheer playability, but then along comes Mario IV, and blows it away! Super Mario World is a brilliant example of what the Super Famicom is capable of. The graphics are absolutely brilliant, with some fantastic visual gags (the look of surprise on a nasty's face when it's grabbed by the dinosaur is hilarious) and the marvellous music (complete with honky-tonk piano samples) really shows what the Super Famicom's PCM sound chip can do. Quite apart from all that, the gameplay is just so addictive, you'd better be prepared to stay stuck to your screens until you've completed it! Overall, a totally fantastic game - what more can I say?

ROB SWAN





THANKS!
Thanks to Console Concepts (0783 712759) for the loan of the cartridge used in this review.

MARIO - A LIFE

After arcade starring roles in Donkey Kong, Donkey Kong Jr, Mario Brothers (which also featured Luigi) and Super Mario Brothers, Mario moved to the NES in a conversion of SMB. This last title was hailed as one of the best games of all time, and with Mario fans everywhere screaming for a sequel, Nintendo followed it with Super Mario Brothers II, which starred Mario, Luigi, Princess Mushroom and Toad the Mushroom Retainer. Coming soon to the NES is Mario 3, whose gameplay has much in common with Famicom Mario World!





COMMENT



My word! What a truly terrific game! With seven worlds and over a hundred sub-levels, Mario IV has incredible depth of gameplay. Jaz managed to complete the game and he'd only seen 46 of the sub-levels, so there's plenty of lastability in there even after you've blatted the final nasty (and you've got to see that to believe it!). With it's amazing graphics and mindblowing sound (the music even echoes when you're underground), Mario IV is a stunning game - thank God you get it free with the Super Famicom!

PAUL GLANCEY



▲ *High above in the sky, Mario strikes gold - with the aid of his magic cape!*

SUPER FAMICOM

GRAPHICS	94
SOUNDS	96
PLAYABILITY	97
LASTABILITY	95
OVERALL	96

DOUBLE DRAGON

SILKWORM

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The fact that there's plenty to do makes F15 II one of the most exciting simulations around...on screen presentation is brilliant...the graphics are utterly superb...it's certainly the most realistic 3D effect yet seen on a flight simulation.

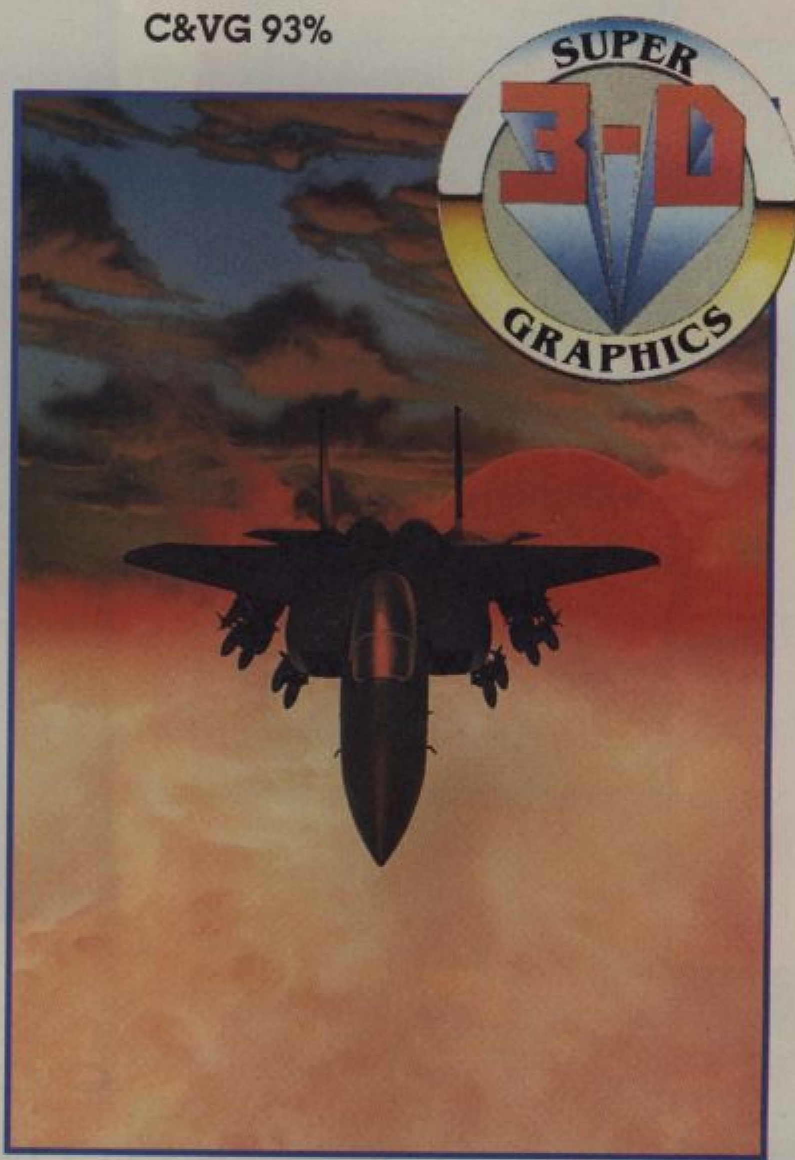
C&VG 93%

Flight sim fans know who does it best - and F15 II is our best yet !

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All the options you'd expect from a MicroProse flight sim are there - combining to give hundreds of different missions - but 'in-flight' you're left to concentrate on your 'stick' and your 'fire' button...and staying alive.





F-15 Strike Eagle II is already available for IBM PC's and compatibles, and is coming soon for Commodore Amiga and Atari ST

IBM SCREENSHOTS SHOWN









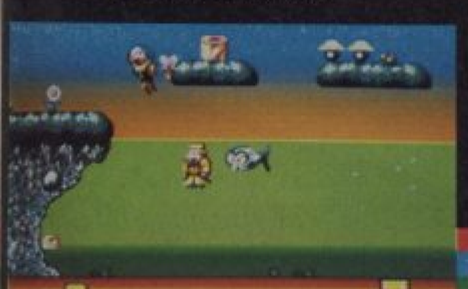


Flippin' hell! The amount of times I've seen that old Amiga Batman cheat is incredible (it's over 15 months old!), and some of you are even copying cheats from MEAN MACHINES! Well, try sending in some decent tips, maps or player's guides for decent games and you'll win the £150.00 worth of software! Just imagine - all those new games... Get goin' - I'll be waiting for YOUR tips!

ALL FORMATS

JAMES POND

Millennium sent us a whole stack of hints and maps for this fab game, but unfortunately we didn't have the space to print them all this month - hopefully I can get them in the next issue. In the meantime, though, you Amiga owners can type in JUNKYARD then press RETURN while you're playing the game to activate the cheat mode. ST players can achieve the same just by typing MR2 then pressing RETURN. Hitting RETURN again toggles the cheat mode on and off, and when it's on a protective fairy constantly circles James. Pressing D also makes the locks disappear from the mission pipes.







CHAOS STRIKES BACK

A brill cheat for ST and Amiga versions of this totally classic follow-up. Find a dragon and cast MON ZO GOR SAR and hit ESC. Hold down the left ALT key and type in: LORD LIBRASULUS SMITHES THEE DOWN. Unpause the game and kill the beast. He leaves behind a firestaff (yeah!) and even better - the party is now invincible! Cheers to Hobbit from nowhere in particular.

MANCHESTER UNITED

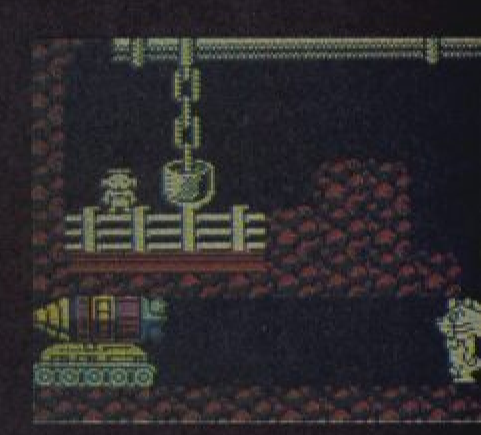
A terrific management/footy game with a pretty low-down cheat! If you're losing whilst playing, simply press the appropriate button to initiate a two-player game. The opposition will freeze and you'll be able to win the match with ease!



SPECTRUM

RUFF AND REDDY

A pretty jolly budget effort from Hi-Tec, with a hidden cheat mode - as revealed by Elroy Williams from West Bromwich. On the title screen just type DYLAN for infinite lives!

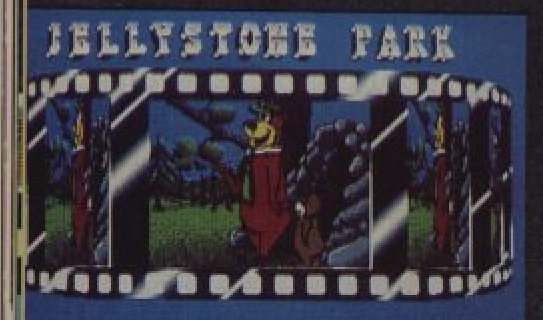


LITTLE PUFF

A pretty standard cheat mode - just hold down all the keys in order to become invincible! Another little cheat from Elroy Williams from West Bromwich.

YOGI'S GREAT ESCAPE

Crikey flip! Elroy Williams strikes gold or something with this little cheat for the basket-snatching bear's zany adventure! Simply define your keys as I,C,E and SPACE for infinite lives.



C64

GOLDEN AXE

During the game press run stop and then the close brackets/semi colon key. It will now skip to the next level and you can do this up until the last level! Thanks to Tim, Rob and Mike Taylor from Ashton Under Lyme.

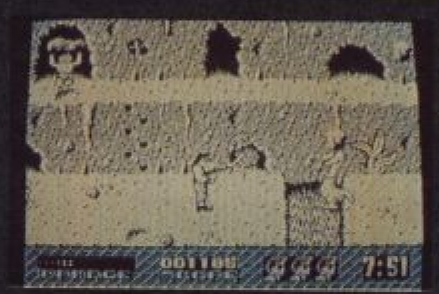
KICK OFF 2

Press the RESTORE key to quit the game and if you have possession of the ball at the time the button was pressed, your team will win regardless of the score! Paul Turner and Matthew Seekings from Watford came up trumps with that one.

AMSTRAD

FIRE AND FORGET

Dear me! What's happenin' to you Amstrad owners - get those tips rolling in now and I'll be able to print more! Any road up for this Titus game, simply hold your stick to the up left position. Now it'll be easy to finish the game! Return to the road only to pick up fuel! Sorry, Mr Amstrad tipster - I'm afraid your name and address... disappeared! (Woo-eeeee-oooo!)



RENEGADE 3

Redefine your keys and when you start a level hold down the Q, W, E, R, T, and 1 keys. You'll now skip the level! Pretty good, yes?

INDY 3

Not the best of US Gold's Amstrad games, but if this game is still stumping you try press T, O and D down and then press SHIFT and 2 together - you'll now progress to the next restart point. Use this repeatedly and whole levels can be skipped! Thanks to John Poulter from Hampshire. More, please!



ST

TEENAGE MUTANT HERO TURTLES

Daniel Higgins from Aberdeen came across a decent cheat mode for this blockbusting game. When you have to enter a code, simply try 8859 and 1506 and then use your sheet to get the right code. When you start the game you'll be graced with infinite energy!

AMIGA

VIKING CHILD

Marten Svensgaard supplied us with ALL the codes for this decent platform adventure - and here they are:

1. IMAGITEC
2. JOJO SM
3. GUSTAVUS
4. NINJADL

DYTER-07

A pretty popular game by all accounts, though I haven't a clue why - we thought it wasn't much cop! Still this cheat should help all you space cadets who can't get anywhere on it, courtesy of Martin Svensgaard. On the loading screen type GGIB. Start the game and these keys come into effect:

S: More armour.

W. More weaponry at the bases.

L. Skip the level.

IVANHOE

Loads of you sent in this cheat to be able to skip levels on this pretty hum-drum game. Press P to pause it, type ZOBINETTE and unpause. Pressing N will now skip a level!

NINTENDO

BUBBLE BOBBLE

Steffen Sletvold from Norway is a pretty devious little chap. He's gone and discovered a level select option for Bubble Bobble! Simply enter the password DDFFI and use the buttons A and B to change the level number. Not bad, eh?



SEGA

MICKEY MOUSE

Whilst reviewing the game, we found out the way to make the secret chests reveal themselves! Simply jump around and press the bounce button and if a hidden chest is there, it'll flash and then become solid. Bounce on the chest again and it gives either extra energy, points or even another life!

MEGADRIVE

SHADOW DANCER

Another tip for this pretty tepid Shinobi-esque effort. On the bonus stage where you're supposed to shoot all the ninjas, don't - and at the end of the level you'll get an extra life! Neil Smith from Ashford in Middlesex sent that tip in.



JOHN MADDEN FOOTBALL

Try these codes from Peter Allport of Cranleigh in Surrey for this fabby Megadrive American Football game!

SECOND ROUND: 0465100
THIRD ROUND: 0075121
FINAL: 0475121

The final code will have you playing as San Francisco at Denver!

SUPER FAMICOM

FINAL FIGHT

Final Fight on the Super Famicom is a bit of toughie, but try this cheat to get onto the hidden options screen. Just hold down the left button on the outside of the pad and press start and you're away. MEAN MACHINE's Gary Harrod did the biz for that game!



LOTUS ESPRIT TURBO CHALLENGE PLAYER'S GUIDE

Out and about on just about every home computer system going, Lotus Esprit Turbo Challenge is one cracking game! Featuring simultaneous two-player action and a playfield of 20 Lotuses to race against, times can get a little rough. So try out C+VG's mega player's guide for maximum enjoyment from this awesome road racer!



THE QUICK GETAWAY

To grab as many positions as possible at the beginning, use the pitlane - the other players completely ignore it! Watch out though - stay too long in there and you'll automatically slow down!



GEAR BOX GEAR

As the instructions say, although the automatic Lotus doesn't accelerate quite as well as the manual, it can still reach the same top speeds as the manual gear box. Since changing up and down can be a real pain at times, it's best to stick to the automatic gearbox - it's still possible to reach the end of the hard level's tracks with it. If you do have a hankering to choose a manual gearbox then always choose FX rather than music at the start of a game. This way it's easier to tell when to change gear by the sound of the engine.



LOTUS HANDLING

Quite a lot of people seem to just accelerate and hope for the best. This is a bit of a stupid thing to do, as some of the cornering required can be handled with ease just by laying off the accelerator. The handling of your Lotus also increases and this is one of your best opportunities to gain a few positions.

TWO-PLAYER TACTICS

One great tactic to remember is to slow down when taking corners and steer into the oncoming path of the other player's Lotus. If he doesn't wham into the back of your car, he's a lot more likely to zoom off the road, hitting an obstacle and losing far more time! Just remember though - one of you has got to make the top ten to progress to the next track!

REFUELING

Some of the tracks require a lot more fuel than can be initially packed into your Lotus' fuel tank. On the vast majority of races refueling is best reserved for the last lap - this way you can best judge how much time you need spend in the pits. When entering the pit lane, the best way to slow down is to just clip a roadside obstacle. If all goes well you shouldn't end up off the road, but should slow down to a stop rather quickly...



LANDSCAPE LAFFS

Some of Lotus' races do not take place on the road! Other terrain includes sand and ice. Ice is simple. Just play on as usual and use the roadside obstacles to gauge where you are on the road. The other cars automatically go slower as well so victory should be simple. The steering is very unresponsive on sandy tracks, so lay off the accelerator on corners - or else!

ASTEROIDS?

There's plenty of asteroids in the Amiga version of Lotus! Simply change player one's name to MONSTER and player two's to SEVENTEEN. Start the game and admire those asteroids or something.

PRINCE OF PERSIA PLAYER'S GUIDE

Our very own Richard Leadbetter provides hapless platforming prince players, with the ultimate set of tricks and tactics, guaranteed to help aspiring heroes through the twelve tortorous levels in the this Amiga/ST/PC masterpiece!

TAKE CONTROL!

A lot of people tend to claim that the hero is a mite unresponsive at times, especially when it comes to performing intricate running jumps. If you're one of those people try using the keyboard, as the key arrangement dispenses with the tricky joystick diagonals. Remember, it takes the prince a while to perform a running jump, so it's best to push the joystick up (and to the left or right of course) a couple of steps before you want him to jump.

HANGING ON FOR DEAR LIFE!

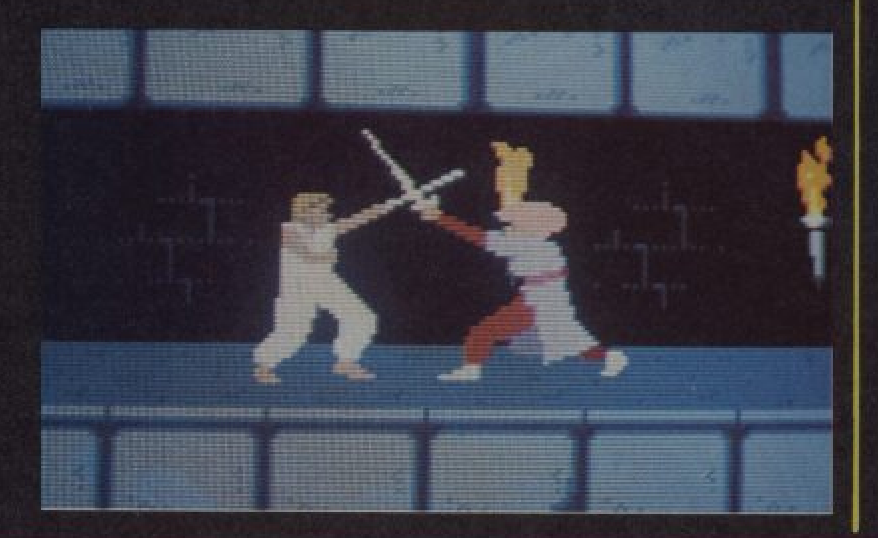
Jamming the joystick in the diagonal direction without running makes the hero perform a from-the-spot jump which covers the equivalent of two tiles. A running jump covers three, but you have more control over a normal jump and by holding down the fire button, you can hang on to the edge of the opposite platform and pull yourself up to safety.

SAVING YOURSELF

If you're falling long distances, you can sometimes save yourself by holding down the firebutton. The hero will then grab on to any platforms that he passes. By the way, remember to have that button jammed down at the beginning of level seven - otherwise you'll fall to certain doom! Arrgghhh!

CUNNING SWORDPLAY

Most of the sword-wielding maniacs in Prince of Persia are pretty simple to despatch. Just stay still and wait for them to enter the range of your chopper. That's it! On later levels, things get a bit tougher. Skeletons rise to attack you and cannot be killed. You have to keep advancing, forcing them off the platform and down to certain doom!

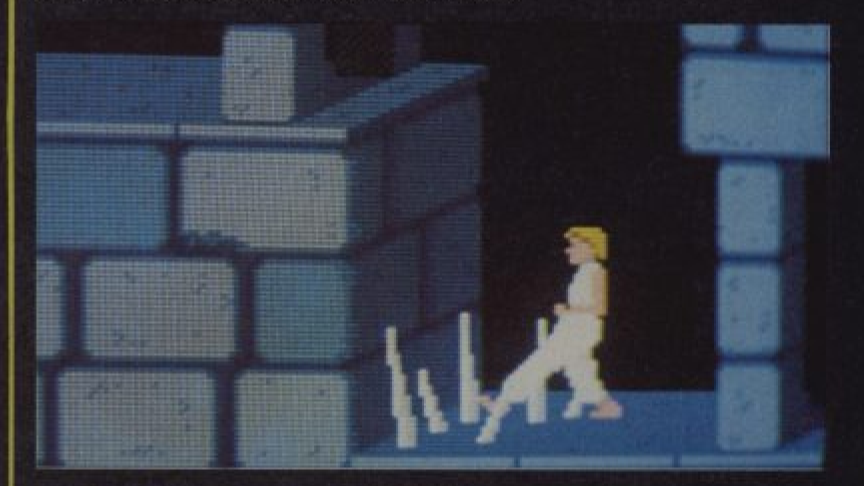


LEVEL SIX SWASHBUCKLING

Level six is occupied by a rather fat sword slinger, who can only be butchered with this tactic. Advance and strike immediately. The blow will be deflected, so parry suddenly to avoid the fat one's counter attack. There is now a split second delay where he is vulnerable. Strike immediately after your parry to send the obese bodyguard packing.

A SPIKE UP THE BOTTOM

Watch out for holes in the ground - they're rather deadly, sending fatal spikes zooming up between our hero's legs (ooch!). The trick here is either to jump them (pretty obvious really), or if there's a platform above, carefully step into the spike pit and jump up. Just don't fall down, that's all!



RAZOR CRUSHERS

The biggest problem you'll have with these is being forced into them if you're losing a sword fight (there shouldn't be much of a problem here if you're a skilled fighter). Getting through a field of crushers is best achieved by stepping through them carefully. It's best to start moving just as the crusher closes. That's about it, really.

POTION PUZZLING

Save your potions for when you really need them! Most of them just put your strength back up one notch. The ones that are really hard to reach usually increase the amount of energy the hero can carry. Watch out on level two, when two potions are next to one another. The one on the left poisons you - so watch it. There's also an anti-gravity potion in the game, which can help you to survive one really long fall. Good eh? Just don't expect to see it until around level seven...

SECRET ROOMS

Sometimes, a roof tile is loose and could lead the way to a vital extra life-giving potion (level three for example). Jump up and hit the ceiling and all wobbly tiles will be revealed. To remove loose tiles, just jump up at the tile, making sure you're not under it when it comes crashing down...

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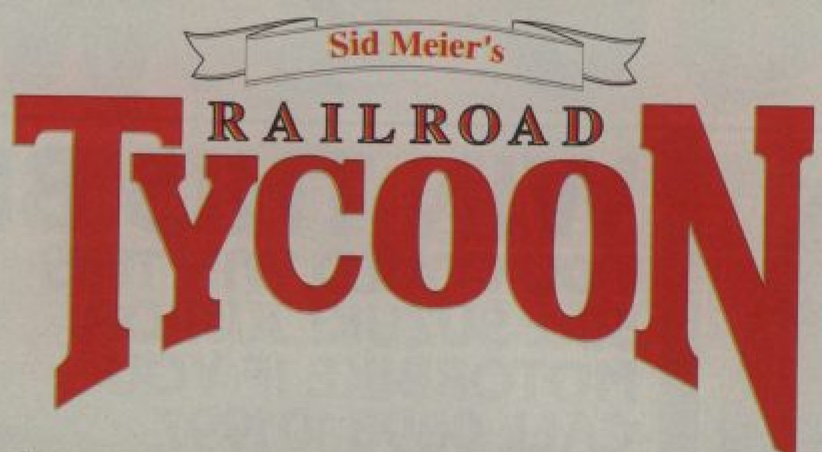
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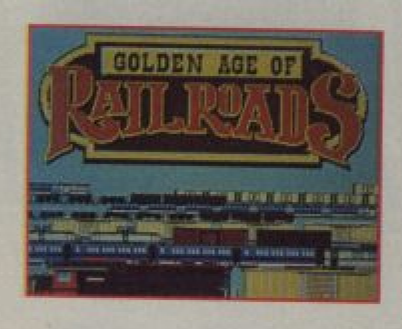


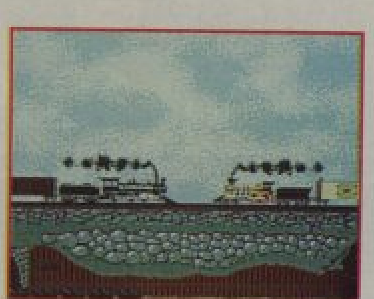
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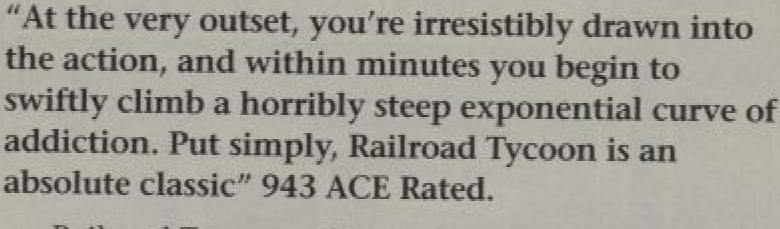
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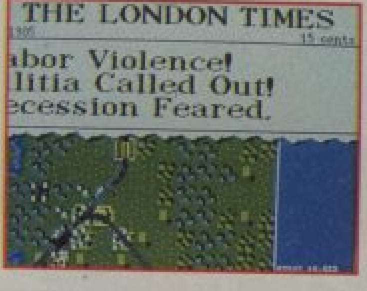


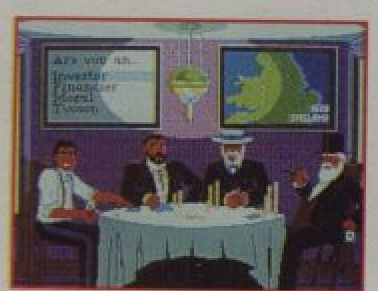


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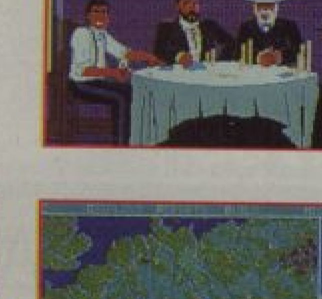
"At the very outset, you're irresistibly drawn into the action, and within minutes you begin to swiftly climb a horribly steep exponential curve of addiction. Put simply, Railroad Tycoon is an absolute classic" 943 ACE Rated.



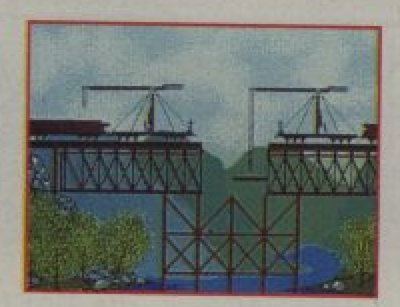


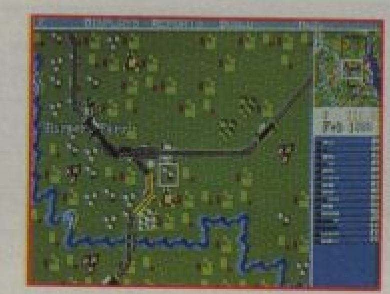
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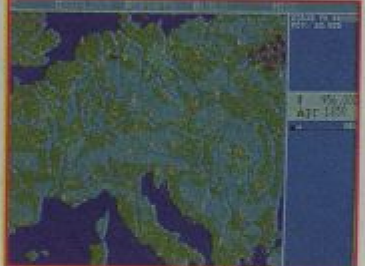












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TOP 20

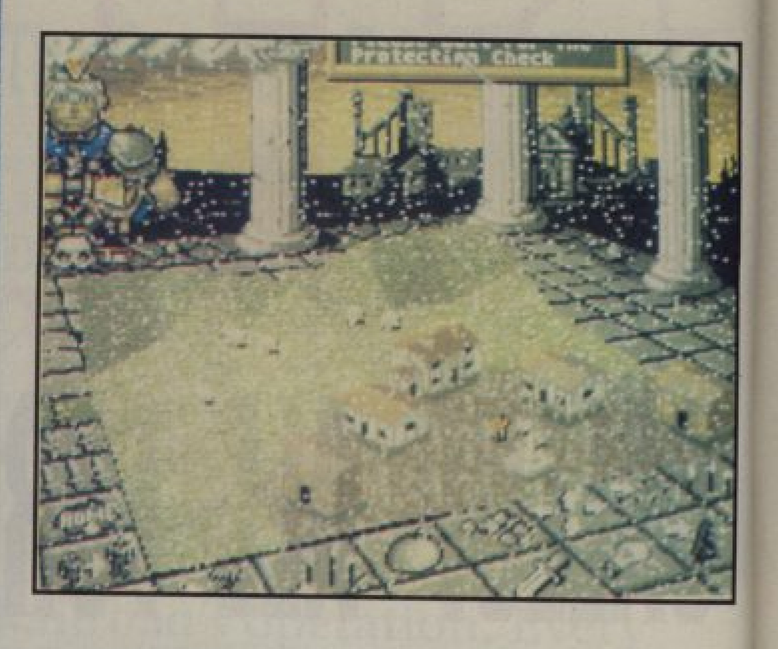
GALLUP ALL FORMATS

THIS	LAST	GAME	BY	
1	1	TEENAGE MUTANT HERO TURTLES	IMAGEWORKS	C64
2	1	TEENAGE MUTANT HERO TURTLES	IMAGEWORKS	SPECTRUM
3	3	TEENAGE MUTANT HERO TURTLES	IMAGEWORKS	AMSTRAD
4	4	ROBOCOP2	OCEAN	AMSTRAD
5	5	POWERMONGER	ELECTRONIC ARTS	AMIGA
6	7	GOLDEN AXE	SEGA	SEGA
7	6	TEENAGE MUTANT HERO TURTLES	NINTENDO	NINTENDO
8	11	TEENAGE MUTANT HERO TURTLES	IMAGEWORKS	AMIGA
9	9	GOLDEN AXE	VIRGIN	C64
10	12	TEENAGE MUTANT HERO TURTLES	MIRRORSOFT	ST
11	8	HOLLYWOOD COLLECTION	OCEAN	C64
12	10	POWERMONGER	ELECTRONIC ARTS	ST
13	10	GOLDEN AXE	VIRGIN	SPECTRUM
14	19	SPEEDBALL2	MIRRORSOFT	ST
15	13	ROBOCOP2	OCEAN	AMIGA
16	-	NARC	OCEAN	C64
17	-	SCI	OCEAN	SPECTRUM
18	14	SUPER MARIO LAND	NINTENDO	GAMEBOY
19	-	HOLLYWOOD COLLECTION	OCEAN	SPECTRUM
20	-	NARC	OCEAN	SPECTRUM

This is the all-new, all-formats Gallup CHARTALK chart which shows the best-selling games by the format they're released on, and there's no two ways about it - those Turtles did good! You'll notice that for the first time we've got Nintendo, Sega and Gameboy titles in the top 20 (And about time too! - Previously indignant Nintendo, Sega and Gameboy owner).

AMIGA

1	-	RoboCop II	Ocean	85%
2	-	Fantasy World Dizzy	Code Masters	82%
3	3	Treasure Island Dizzy	Code Masters	80%
4	-	PowerMonger	Electronic Arts	95%
5	-	Teenage Mutant Hero Turtles	Image Works	76%
6	-	SCI	Ocean	84%
7	12	Hollywood Collection	Ocean	71%
8	-	Fast Food	Code Masters	66%
9	1	F-19 Stealth Fighter	MicroProse	92%
10	17	Hong Kong Phooey	Hi-Tec	39%
11	-	Tournament Golf	Elite	76%
12	-	Toyota Celica GT Rally	Gremlin	89%
13	-	Indianapolis 500	Electronic Arts	91%
14	-	Platinum	US Gold	83%
15	-	Total Recall	Ocean	62%
16	-	NARC	Ocean	91%
17	-	MiG 29	Code Masters	20%
18	8	Power Pack	Beau Jolly	82%
19	-	Sega Master Mix	US Gold	74%
20	-	Last Ninja 2	Hit Squad	77%





ATARI ST

1	3	Lotus Esprit Turbo Challenge	Gremlin	89%
2	-	PowerMonger	Electronic Arts	95%
3	-	Fantasy World Dizzy	Code Masters	81%
4	-	Speedball 2	Image Works	95%
5	-	Golden Axe	Image Works	91%
6	-	Teenage Mutant Hero Turtles	Image Works	76%
7	-	Fast Food	Code Masters	66%
8	-	Steve Davis World Snooker	CDS	71%
9	2	Treasure Island Dizzy	Code Masters	80%
10	-	Gazza 2	Empire	72%
11	-	Afterburner	Hit Squad	44%
12	-	Hollywood Collection	Ocean	70%
13	8	Kick Off 2	Anco	95%
14	-	Super Hang-On	Hit Squad	80%
15	-	Tournament Golf	Elite	76%
16	12	Super Off Road	Virgin	94%
17	-	Toyota Celica GT Rally	Gremlin	89%
18	-	MiG 29	Code Masters	19%
19	-	Advanced Fruit Machine	Code Masters	76%
20	-	RoboCop II	Ocean	83%

C64

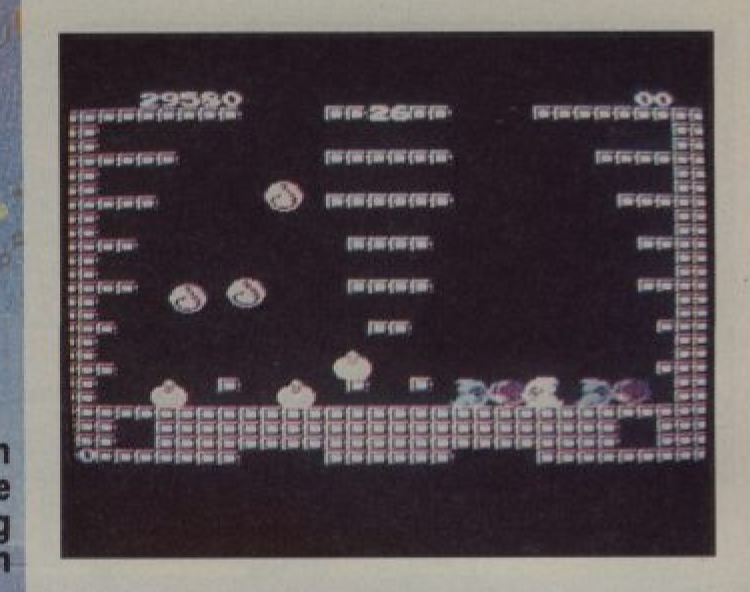
1	-	Teenage Mutant Hero Turtles	Image Works	80%
2	-	Operation Wolf	Hit Squad	84%
3	-	Target Renegade	Hit Squad	80%
4	-	Dizzy Collection	Code Masters	81%
5	-	Hollywood Collection	Ocean	63%
6	1	Out Run	Kixx	44%
7	14	Double Dragon	Mastertronic	62%
8	1	Paperboy	Encore	47%
9	18	Quattro Combat	Code Masters	67%
10	-	Gazza 2	Empire	70%
11	19	Guardian Angel	Code Masters	40%
12	6	Run the Gauntlet	Hit Squad	72%
13	-	Kwik Snax	Code Masters	65%
14	-	Batman - Caped Crusader	Hit Squad	75%
15	-	Rastan	Hit Squad	88%
16	-	WEC Le Mans	Hit Squad	32%
17	-	Beverly Hills Cats	Hi-Tec	44%
18	10	Quattro Adventure	Code Masters	77%
19	-	RoboCop II	Ocean	81%
20	17	Bigfoot	Code Masters	73%



NINTENDO

This month	Last month	Title	Rating
1	1	Teenage Mutant Hero Turtles	85%
2	3	Double Dragon II	88%
3	4	Super Mario BrothersII	96%
4	2	Batman	89%
5	6	Adventures of Link	93%
6	9	Track and Field II	91%
7	7	Track and Field II	79%
8	-	Megaman	92%
9	8	Bubble Bobble	89%
10	10	CobraTriangle	92%

Another new chart to C+VG - so no more complaints from you Nintendo owners, eh? Those amphibian warriors have got number one position, but will Turtlemania last long enough for them to be able to fend off the Double Dragon lads?



SEGA

This month	Last month	Title	Rating
1	-	Golden Axe	92%
2	-	Wonderboy III	96%
3	-	Ninja	80%
4	-	Chase HQ	86%
5	-	Operation Wolf	88%
6	-	World Cup Italia '90	50%
7	-	Super Monaco GP	85%
8	-	Columns	84%
9	-	Golfamania	80%
10	-	World Soccer	88%

The brilliant Golden Axe hits number one in our first Mastersystem chart, with Wonderboy III holding second, but Ninja manages to hold out against the likes of Chase HQ and Op Wolf - just.

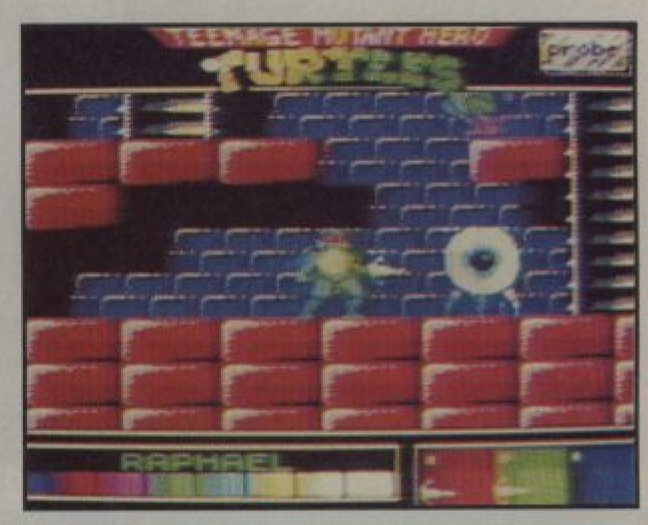
SPECTRUM

This month	Last month	Title	Publisher	Rating
1	1	Teenage Mutant Hero Turtles	Image Works	85%
2	8	Kwik Snax	Code Masters	65%
3	-	Double Dragon	Mastertronic	56%
4	-	RoboCop II	Ocean	83%
5	3	R-Type	Hit Squad	93%
6	12	Target Renegade	Hit Squad	85%
7	-	Dizzy Collection	Code Masters	81%
8	-	Operation Wolf	Hit Squad	82%
9	4	Out Run	Kixx	70%
10	-	Treasure Island Dizzy	Code Masters	80%
11	-	Batman - Caped Crusader	Hit Squad	77%
12	2	Paperboy	Encore	85%
13	7	Run the Gauntlet	Hit Squad	74%
14	-	Tracksuit Manager	Hi-Tec	81%
15	-	Tomahawk	Byteback	78%
16	-	Silkworm	Mastertronic	80%
17	-	Yogi - Greed Monster	Hi-Tec	77%
18	14	Quattro Adventure	Code Masters	63%
19	-	WEC Le Mans	Hit Squad	82%
20	-	Golden Axe	Virgin	65%

Again, the Turtles cling on to the top, but RoboCop II is out and gunning for number one. A pretty dull chart, otherwise - too many budget re-releases! Don't you lot buy any full-price stuff?

ROB'S TIP FOR THE TOP

I reckon that the Turtles have had their day, and now it's time for RoboCop to make his stand at the top.









PC ENGINE

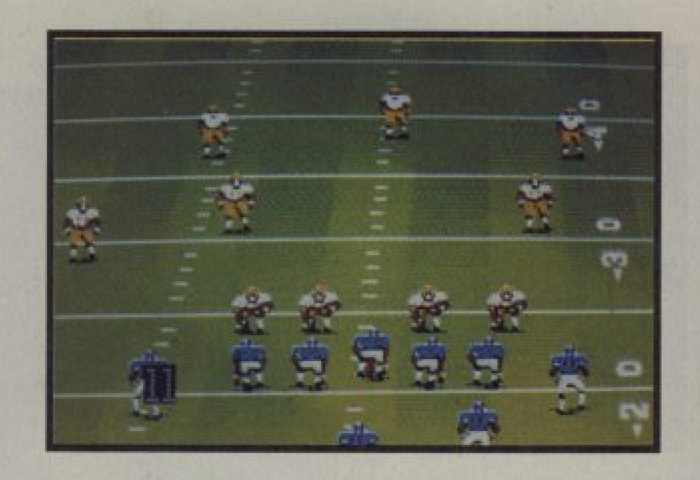
1	-	Out Run	78%
2	-	Champion Wrestling	66%
3	-	Aeroblaster	86%
4	-	Bomber Man	89%
5	-	StDragon	61%
6	-	CyberCombatPolice	80%
7	-	Son of Dracula	91%
8	-	Override	79%
9	-	Super Thunderblade	63%
10	-	Toy Shop Boys	82%

A whole new top ten this month, with the rather average Out Run burning in at number one, with the brill Bomber Man and Son of Dracula in at four and seven respectively. Thanks to Console Concepts of Stoke for supplying us with the charts.

MEGADRIVE

1	4	Mickey Mouse	94%
2	1	John Madden's American Football	94%
3	-	Wonderboy III	79%
4	-	Darius II	85%
5	-	Hellfire	94%
6	-	Magical Flying Hat Turbo Adventure	86%
7	-	Shadow Dancer	63%
8	2	Strider	95%
9	-	Revenge of Shinobi	95%
10	-	Heavy Unit	80%

Hardly surprisingly Mickey Mouse bounces to the top of the chart, but John Madden still clings to second, with the rather disappointing Wonderboy III in third. Thanks to Console Concepts of Stoke for the chart.







AMSTRAD

1	1	Teenage Mutant Hero Turtles	Image Works	88%
2	18	Double Dragon	Mastertronic	34%
3	-	Operation Wolf	Hit Squad	85%
4	2	Quattro Adventure	Code Masters	74%
5	7	Target Renegade	Hit Squad	80%
6	-	Hollywood Collection	Ocean	66%
7	-	Return of the Jedi	Hit Squad	45%
8	-	Beverly Hills Cats	Hi-Tec	44%
9	-	Batman - Caped Crusader	Hit Squad	61%
10	-	The Games - Winter Edition	Kixx	81%
11	-	WEC Le Mans	Hit Squad	88%
12	8	Quattro Arcade	Code Masters	65%
13	-	Dizzy Collection	Code Masters	81%
14	9	Out Run	Kixx	47%
15	17	Barbarian 2	Kixx	90%
16	-	Kick Off 2	Anco	89%
17	10	R-Type	Hit Squad	79%
18	-	Tomahawk	Byteback	71%
19	-	Midnight Resistance	Ocean	77%
20	-	Popeye II	Alternative	65%

Is there no escaping those blasted Turtles? Apart from those mutant monster manglers, it's a pretty crap chart all round - where's all the other Christmas stuff, eh, punters?

ROB'S TIP FOR THE TOP

If none of the other big names are released, the Turtles will hold out for yet another month - otherwise it could be anyone's guess!



GO WILD!
TOKI
No ugly wart-nose is gonna make a monkey out of me! But that's just what that witch has done - one minute I'm the mighty Toki and the next I'm having breakfast delousing my armpits, I can't walk a step without tripping over my knuckles and, oh, there's an overhanging vine - time to swing out sister! But my broken heart is going ape. My beloved Miho (I can't wait to share a banana with her) has been kidnapped and somehow I've got to regain my manhood - until then I'm just swingin' in the rain!
The arcade sensation by Fabtek Inc. is now available for your micro.
ocean
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ONE SATURDAY AFTERNOON, AFTER THE FOOTBALL...

SMITHY! HAVE YOU SEEN THIS?

WHAT IS IT?

IT'S A SMALL AD OFFERING A SOFTWARE SERVICE - I WONDER WHAT IT'S ABOUT?

SOFTWARE SERVICE

LET'S SEND OFF, THEY MIGHT BE PIRATES

A FEW DAYS LATER THE POST ARRIVES.

WE WERE RIGHT! IT'S A LIST OF COPIED GAMES THIS GUY DESERVES TO BE TAUGHT A LESSON

PIRATING SOFTWARE IS AGAINST THE LAW!! I'M GOING TO RING F.A.S.T.

HELLO? I'VE GOT SOME INTERESTING DETAILS HERE FOR YOU.....

GUESS WHAT? THEY SAID IF THEY GET HIM, WE'LL GET £1000 REWARD!!



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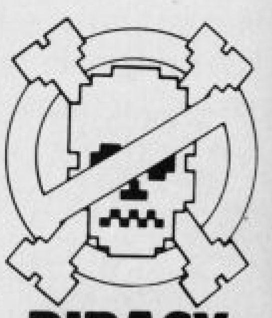
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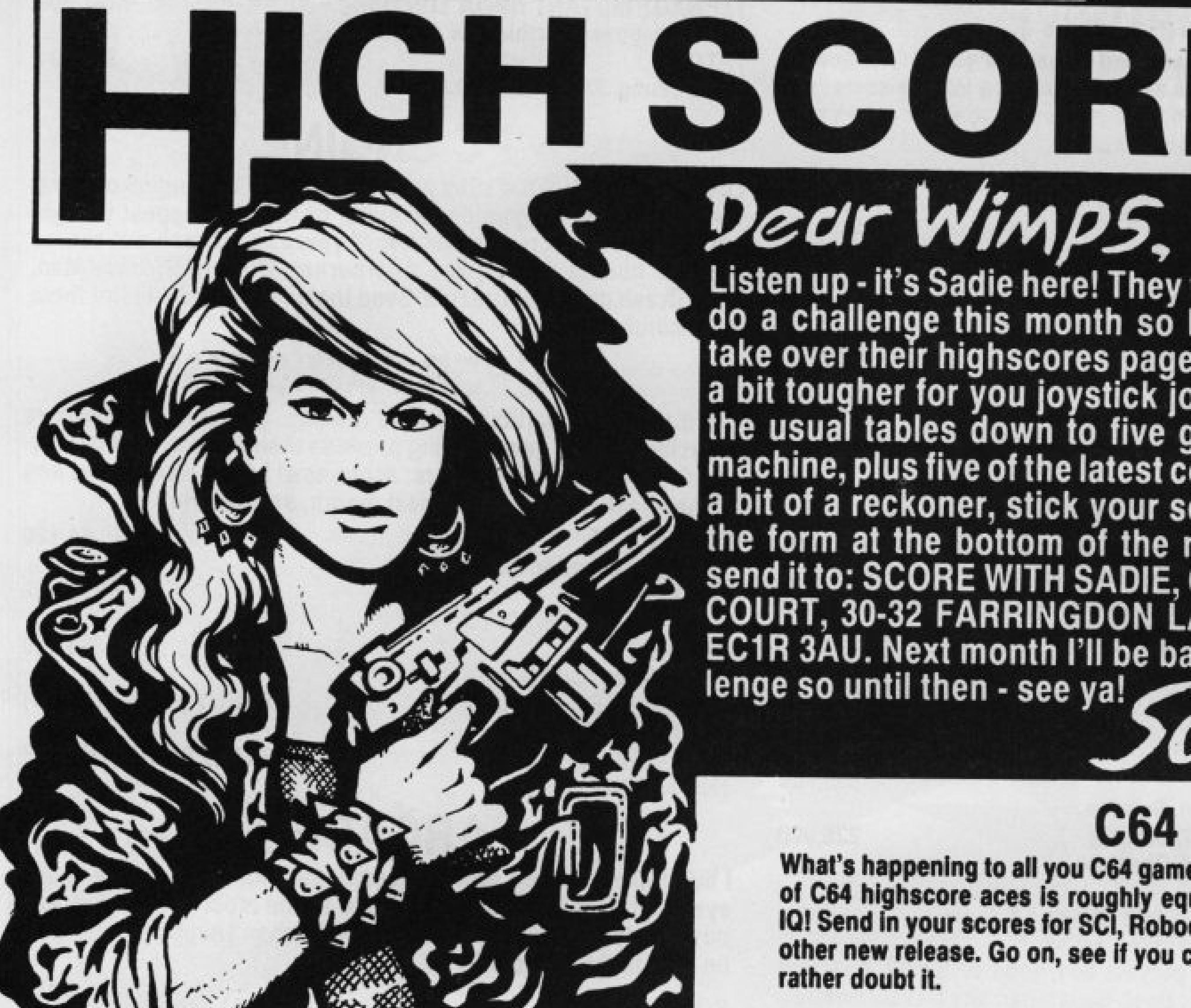
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HIGH SCORES



C64

What's happening to all you C64 gamesters then eh? The number of C64 highscore aces is roughly equal to Richard Leadbetter's IQ! Send in your scores for SCI, Robocop 2, Turtles, Lotus, or any other new release. Go on, see if you can impress me. Somehow I rather doubt it.

AMIGA

Take a look at these pathetic efforts, score kings. These are the scores that MUST be beaten and I'm leaving it down to you underlings to come up with the goods. Go for it - but knock those C+VG scum out first. Go on... Just for me!

BADLANDS Steve Ricketts, Margate, Kent	38,010
E-SWAT Michael Hatch, Woodbridge, Suffolk	72,300
GOLDEN AXE Alan Bates, Portsmouth	290.5
LOTUS ESPRIT TURBO CHALLENGE Robert Swan, C+VG	132
POWERMONGER Richard Leadbetter, C+VG	11 WORLDS CONQUERED

ST

Not a bad first showing from ST owners, but that Lotus score is very disappointing, Alex. Next door's 6 year-old golden retriever did better than that and the Turrican score should be pretty easy to smash as well. I'm leaving it in your hands.

DRAGON BREED John Kincaid, Gwent, Wales	110,240
LOTUS ESPRIT TURBO CHALLENGE Alex Richards, Sheffield	126
PANG Les Davies, Tadcaster, Yorks	84,660
ROBOCOP II Gareth King, Dartford, Kent	224,540
TURRICAN Anthony Baker, Stockport, Cheshire	1,040,110

SPECTRUM

Oh dear. Speccy owners have to do better than this tepid showing. Put some effort in and send in all your highscores on your latest games to the address above. Just keep those inept incompetents, the C+VG reviewers out or I'll be round to sort you out.

NARC Roger Thomas, Southend, Essex	120,310
ROBOCOP II Paul Armstrong, Bath, Avon	188,470
SPECIAL CRIMINAL INVESTIGATIONS Luke Brown, Coventry	348,930
STRIDER II Anthony Hutchinson, Exmouth, Devon	241,570
TEENAGE MUTANT HERO TURTLES Ronnie Brown, Cardonald, Glasgow	990,999

AMSTRAD

Jeez! What's goin' on with you Amstrad owners. I want scores and I want them now! You wouldn't want YOUR highscore table to be made up of just those despicable C+VG reviewers, would you? I'd sooner garrot myself with a rusty cheesewire. Get to it - now!

SEGA

Not too much going on in the Sega highscore hitlist at the moment. You Sega scorers seem more preoccupied with other boring things like eating and sleeping. What are you, a bunch of spineless wimps or what? I hope you can prove me wrong so get scoring and send in your coupons - now!

COLUMNS Peter Willis, London	40,120
GOLDEN AXE James Noake, Worcs	245.0

MEGADRIVE

Not a bad showing from you hardened Megadrive gamesters. Someone out there should be able to beat that Rainbow Islands score though. My probing contacts in the business reckon four or five million is a piece of cake. Know what I mean?

DYNAMITE DUKE John Dolaghan, Worthing, W Sussex	856,160
HELLFIRE Paul Wilson, Long Sutton, Lincs	2,592,250
RAINBOW ISLANDS James Petchell, Long Sutton, Lincs	2,221,760
SHADOW DANCER D Brockhouse, Bolton, Lancs	284,900
STRIDER Mark Davies, Manchester	124,500

NINTENDO

This is what I like to see. Enemy sprites cack their trousers with fear at these NES highscore heroes, but I'm pretty certain that these scores aren't the best. Reckon you can do better? Sure you can. It's easy. Just like beating Rich's pathetic Mega Man 2 effort.

BATMAN Edward Roberts, Suffolk	8,796,500
MEGA MAN 2 Richard Leadbetter, C+VG	LEVEL 9-1
SUPER MARIO BROS 3 Hampus Ericstam, Stockholm, Sweden	2,550,750
TEENAGE MUTANT HERO TURTLES Stuart Cuthbertson, Winsford, Cheshire	238,900

GAME BOY

Hmmm. Are you Gameboy players any good or what? A rotting plank of wood plays Boulder Dash better than any C+VG reviewer. Beat that score and I'll be eternally grateful. While you're at it, I hear disturbing news that the nauseating Paul Glancey can beat that Batman score. Do something about it - now!

BATMAN Michael Simpson, Glasgow	365,920
BOULDER DASH Richard Leadbetter, C+VG	3,990
PACMAN Nicola Parker, Hastings	150,230
TEENAGE MUTANT NINJA TURTLES John Dolaghan, Worthing, W Sussex	184,500
TETRIS Steve Leung, Kelvindale, Glasgow	363,604

PC ENGINE

I don't believe it! What's the problem with you PC Engine owners. Have you given up gaming for good, or what? I suggest you get back to that little creamy number of yours and thrash out scores on your hottest games, like Afterburner, Outrun, Bomber Man, Devil Crash or Son of Dracula. Send them to me, and I'll print them next month. Got it?

SUPER FAMICOM

I find this table particularly hard reading. Someone, somewhere must have better gameplaying prowess than these drooling imbeciles. Super Famicom owners: score now! I don't want to see any of these names in the table next month, understand?

F-ZERO Richard Leadbetter, C+VG	14,120
FINAL FIGHT Richard Leadbetter, C+VG	1,210,612
GRADIUS III Robert Swan, C+VG	883,820
PILOTWINGS Paul Glancey, C+VG	LEVEL 7 (CODE 165411)
SUPER MARIO WORLD Julian Rignall, C+VG	COMPLETED IN 49 LEVELS

ARCADES

I don't like it. I want scores, scores and more scores! My beady eye singles out the Pitfighter score as the most susceptible to a possible Rignall attack, so make sure it doesn't happen. I'm relying on you, faithful readers.

BONANZA BROS Nigel Callaghan, Manchester	26,120
G-LOC Robert Swan, C+VG	890,340
MEGA TWINS David Smith, Chatham, Kent	410,230
PIT FIGHTER Tony Hunt, Chatham, Kent	275,240
RACE DRIVIN' Adrian Edwards, Pinner, Middx	43,110

Score with Sadie

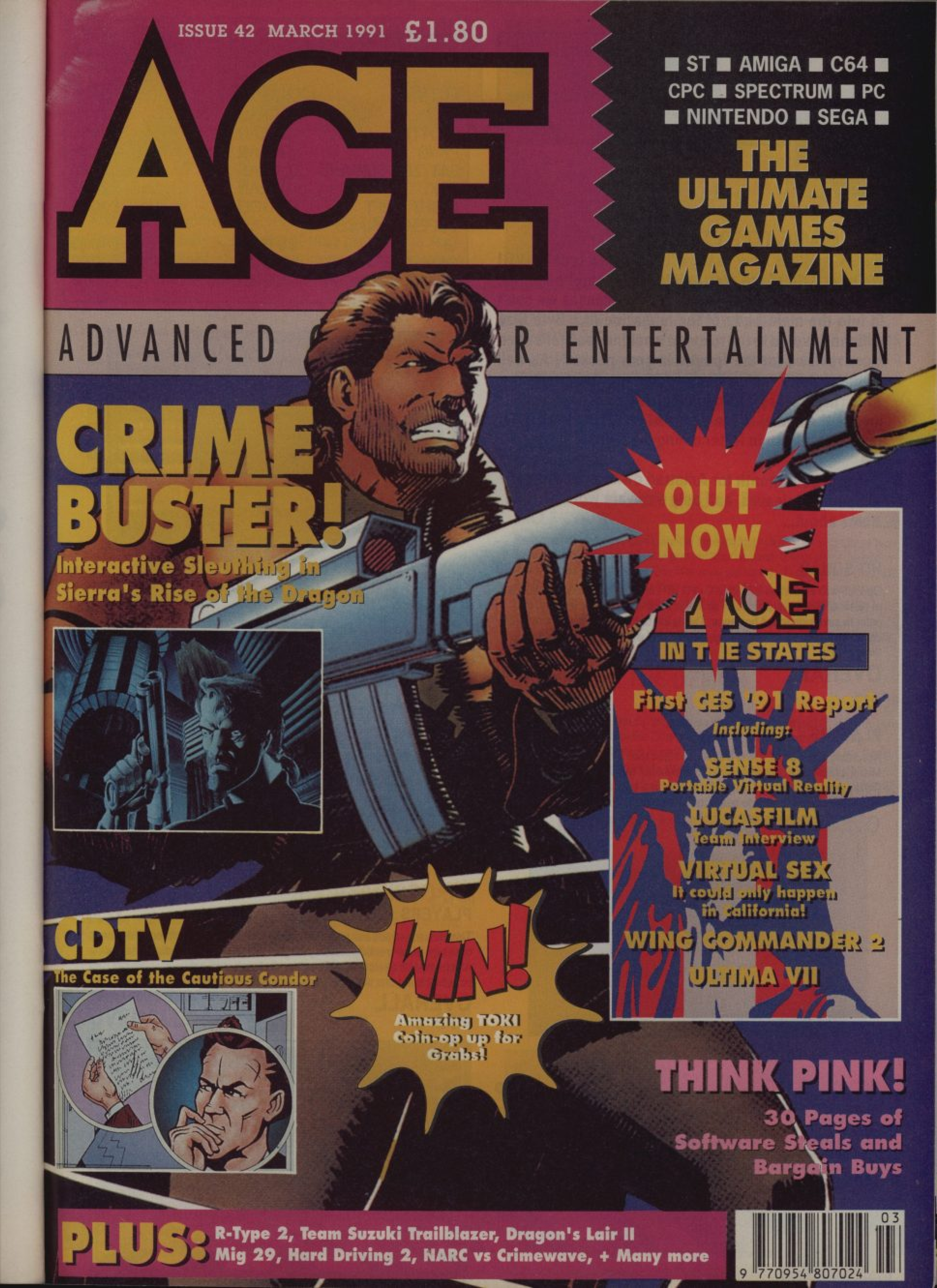
Right, wimpos, you know the drill - every month, C+VG in conjunction with a major software company will be throwing down the gauntlet to all of you weaklings. If you think you're hot stuff, fill out the details on the form below - if your scores are good enough, they'll be printed in the Highscore Table, and if they're totally amazing, you could be in with the chance to go up against the laughable likes of Julian Rignall, Paul Glancey, Robert Swan or Richard Leadbetter - cretinous fools that they are!

DEAR SADIE,

I THINK I'M GREAT - MUCH BETTER THAN THOSE C+VG CRETINS ANYWAY - SO HERE ARE MY HIGHSCORES...

GAME.. SCORE..............................
GAME: .... SCORE..............................
GAME: .... SCORE..............................

NAME:...
ADDRESS:..



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WELCOME TO BYTE SIZE!

Here's another new feature of the new-look C+VG! We've got rid of the old Update and Budget columns, and now we'll be reviewing any new releases we can't fit into the main body of the magazine in a Byte Size column devoted to the relevant machine - so that's even more reviews for the "pound in your pocket"! As well as the reviews, we've also got Coming Soon features, which list the major games which will be "coming soon" (hence the name) to the pages of C+VG. Watch out for reviews of those in forthcoming issues!

A pretty poor month for Amstrad owners, sad to say - six budget releases, and only three are worth writing home about...

OPERATION WOLF

HIT SQUAD **£2.99**

Op Wolf was an arcade smash, a C+VG HIT! conversion and now, a budget re-release. Simply blast through six levels of scrolling enemy territory, in order to save kidnapped hostages. This is the best of the 8 bit versions, with colourful graphics and addictive gameplay, and well worth hunting down for three quid.

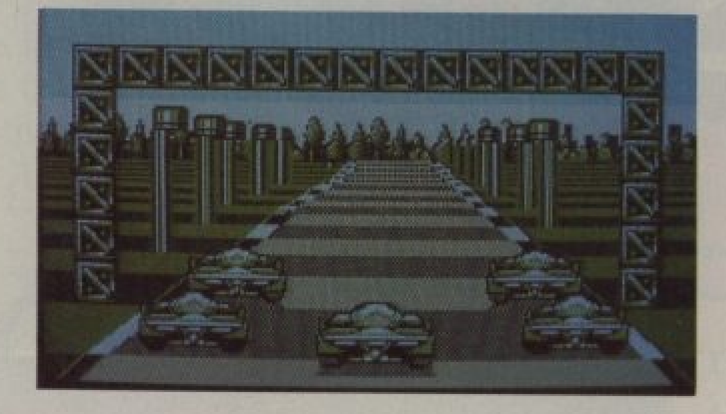
OVERALL 85%

MIAMI TURBO GT

PLAYERS **£2.99**

According to the blurb, this is a super-charged race around the streets of Miami, but this is about as exciting as a night out with Ronald McDonald. Blocky graphics and poor playability make this a budget game to leave well alone - boy racers would do better to have a look at WEC Le Mans.

OVERALL 51%



WEC LE MANS

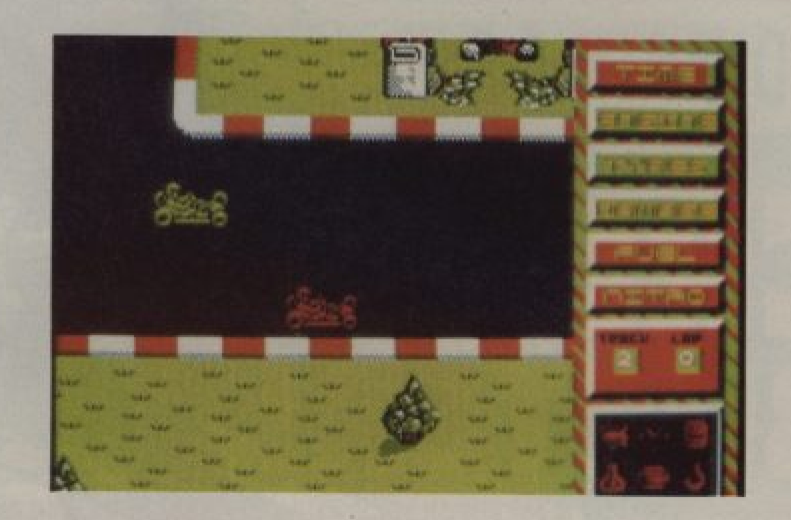
HIT SQUAD **£2.99**

Another coin-op hit, this puts you in control of a Jaguar racing car, screaming around the famed Le Mans circuit. Well received when it was first released, WEC Le Mans is still a remarkably addictive racer, and for three quid, is a lot better value than some of the full-priced racers about. Well worth a look.

OVERALL 88%

COMING SOON!

GAME	COMPANY	PRICE
SCI	OCEAN	£24.99
PLOTTING	OCEAN	£24.99
PANG	OCEAN	£24.99
BATTLE COMMAND	OCEAN	£24.99
TOKI	OCEAN	£24.99
NIGHT SHIFT	US GOLD	£10.99
SUPER MONACO GP	US GOLD	£10.99
GAUNTLET III	US GOLD	£10.99
SHADOW DANCER	US GOLD	£10.99



TURBO KART RACER

PLAYERS **£2.99**

Turbo kart racing may be fun, but this "simulation" certainly isn't! Ultra-jerky scrolling and single colour karts that judder around the screen don't inspire confidence, and the frustrating playability finishes this right off. Pretty dire, so leave this well alone.

OVERALL 22%

HAWK STORM

PLAYERS **£2.99**

Another Players budget release, Hawk Storm pits you against the evil Neviks in this platform blast 'em caper. It's not overly pretty to look at, and it suffers from being extremely difficult to play. Real hard men might get a few hours of enjoyment out of it, but softies steer clear.

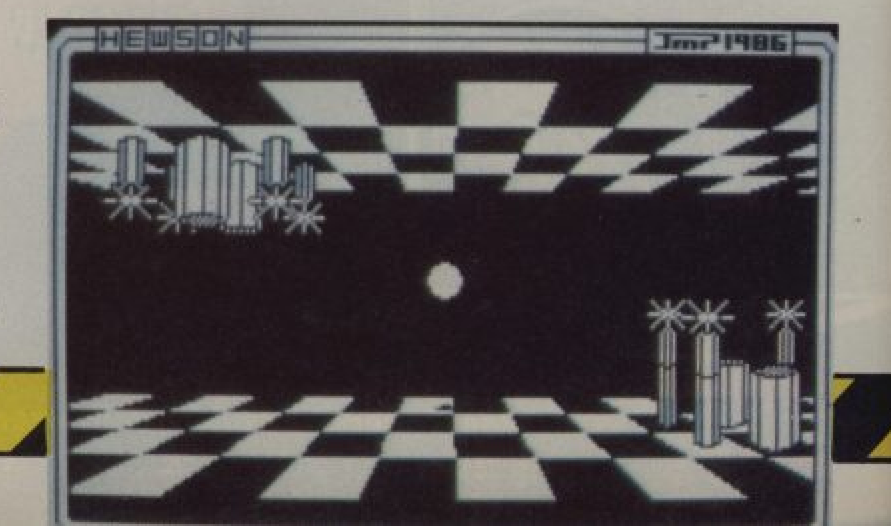
OVERALL 46%

IMPOSSIBALL

PLAYERS **£2.99**

This Hewson re-release puts you in control over a ball, which must bounce over myriad horizontally scrolling levels, each pitted with deadly obstacles which must be overcome. Although pretty tough, and not overly colourful, Impossiball is a game that'll have you hooked for a fair old time.

OVERALL 80%



BYTESIZE

AMIGA

After the Christmas onslaught of mega releases, there's not really that much of note going on in Amigaville. Highlight of the month must be the breathtaking Speedball 2, but enough of this banter... On with the reviews!

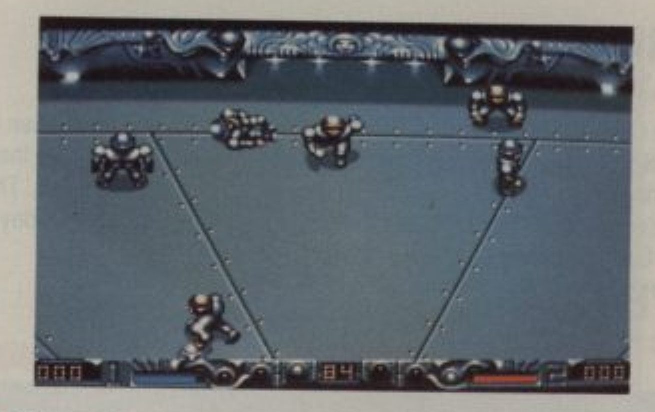
COMING SOON!

GAME	COMPANY	PRICE
NAVY SEALS	OCEAN	£24.99
SECRET OF MONKEY ISLAND	US GOLD	£24.99
HYDRA	DOMARK	£TBA
SKULL AND CROSSBONES	DOMARK	£TBA
TOKI	OCEAN	£24.99
CRUISE FOR A CORPSE	US GOLD	£24.99
EPIC	OCEAN	£24.99

SPEEDBALL 2
IMAGEWORKS £24.99

Incredible! The ST version was good, but the Amiga version has everything! Smooth scrolling, a new 32 colour pitch and totally amazing sound (you can even hear the ice-cream vendor in the crowd!). And there's fabbo intro music composed by new band Nation 12. For sheer playability and depth, Speedball 2 is probably the best sports game ever seen on the Amiga! Go for it, or alternatively feel rather stupid.

OVERALL 97%



TEENAGE MUTANT HERO TURTLES
IMAGEWORKS £24.99

Turtles cleaned out the pockets of gamers everywhere over Christmas, but we've only just sent the game for review! It's basically the same as the Speccy and Amstrad versions reviewed a couple of months ago and is quite a good laugh to play. Unfortunately, the scrolling's jerky and there's a long delay as the game decompacts. Recommended to Turtle fans only.

OVERALL 76%

OBITUS
PSYGNOSIS £34.99

It's "free" T-shirt time again from Psygnosis in their latest graphical extravaganza. A three disk epic quest awaits you with the action displayed in nicely-animated 3D graphics. You control the game with the aid of a novel point 'n' click interface, but the action is unfortunately rather unexciting. RPG buffs best look at Dungeon Master (or if you've already got that, Chaos Strikes Back) both are far more engrossing.

OVERALL 64%



DRAGON'S LAIR: TIMEWARP
READYSOFT £44.95

Buy Dragon's Lair, Space Ace and Escape From Singe's Castle? If you did and you enjoyed them, then you'll love this. The problem is, here at C+VG we like a bit of interaction and just like it's predecessor, Timewarp is just a case of moving the stick in the right direction at the right millisecond. Lovely graphics of course, but the lack of gameplay means this can't be recommended.

OVERALL 42%

WARLOCK THE AVENGER
MILLENNIUM £19.99

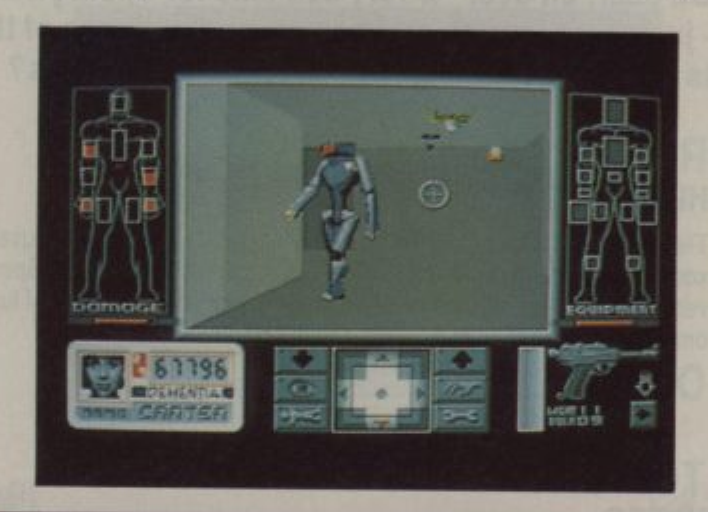
Remember Druid - the C64 Gauntlet-type classic? Now Millennium have produced 16 bit versions with nice presentation screens, a new set of dungeons and meanies, but the same Gauntlet-style gameplay. If you enjoyed Druid on the C64 then you'll love this. However, even with the new dungeons the game concept definitely seems a tad dated, and the rough graphics don't help much. Try before you buy.

OVERALL 72%

WRATH OF THE DEMON
READYSOFT £29.99

As the saying goes: "pretty graphics do not a good game make" and this certainly goes for Wrath of the Demon. The game features some stunning graphics with sound which is very similar to Psygnosis' Shadow of the Beast. The game's lack of playability, however, makes for a very average game.

OVERALL 55%



EXTRA DISK EXCITEMENT

Finally! Dungeon Master fans are going to love Chaos Strikes Back, the supplement disk which provides extra levels for the greatest RPG on the Amiga.. It's incredibly tough though, even with the new selection of beefed-up characters, so potential buyers are advised to build up their strength on Dungeon Master before checking out this stunning add-on.

Also, Core Design have just released the Corporation Mission Disk. The gameplay is much the same as before but the map layouts are completely new and there's plenty of new monsters to blast. At £14.99, this is great value to fans of the original game.

BYTESIZE

C64

Ho hum. The only thing of note to appear on the old C64 of late are the two new Thalamus games, Creatures (which is fabbo and no mistake) and Summer Camp. Otherwise it's time to take a trip to Budgetsville, Arizona for this month's round-up.

BATMAN - THE CAPED CRUSADER
HIT SQUAD **£2.99**

Time to dust off that cape and get back into crime bustin' with Batman in this comic strip style romp (which isn't based at all on the movie). The felon fighting action isn't bad and there's two adventures to solve. Three quid is pretty value for this rather entertaining game. One of the better budget games doing the rounds.

OVERALL 83%

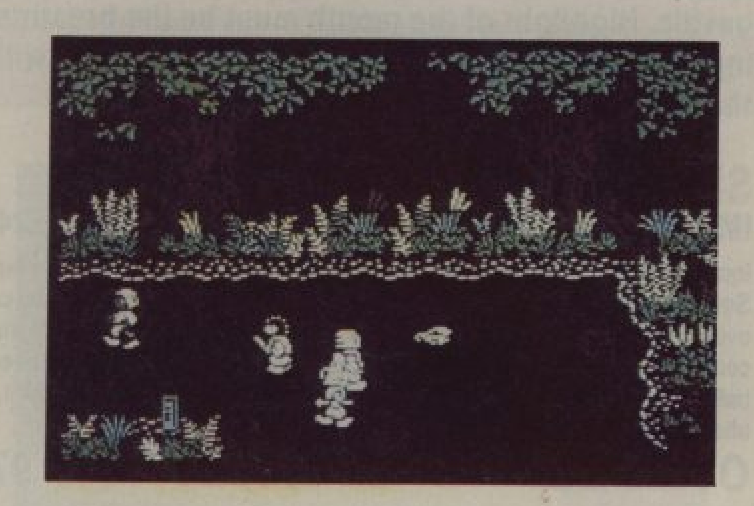
TURBO KART RACER
PLAYERS **£2.99**

Take two player action, a racing track and a few "turbo karts" - and what do you have? This new Players release, that's what. Unfortunately, you've also got laughably tiny sprites, banal backgrounds and a miniscule playing area. Turbo Kart Racer is a dire release that isn't worth 50p, let alone three sovs.

OVERALL 24%

COMING SOON!

GAME	COMPANY	PRICE
SUPER MONACO GP	US GOLD	£10.99
SKULL AND CROSSBONES	DOMARK	£TBA
HYDRA	DOMARK	£TBA
NAVY SEALS (cart)	US GOLD	£24.99
TOKI (cart)	US GOLD	£24.99



FIRELORD
PLAYERS **£2.99**

Steve Crow's old Hewson arcade adventure went down a treat when it was first released on the Speccy ages ago. The C64 version is exactly the same, featuring the same line of repetitive running around and searching. The game concept's rather old now and Firelord is pretty tedious by today's standards. One for arcade adventure fans only.

OVERALL 61%

SPECTRUM

Oh dear, oh dear - a very sad time for Speccy owners - just three (count 'em) games, and only one of those is halfway decent. Maybe next month, perhaps?

RETURN OF THE JEDI
HIT SQUAD **£2.99**

The third in the trilogy, Jedi differs from the other two insofar as it uses a Zaxxon-style viewpoint rather than vector graphics, but even so, this Speccy conversion of the Atari coin-op is dull, repetitive, and not a whole lot of fun. Recommended to fanatics of the films and the coin-op only.

OVERALL 43%

TOP CAT
HI-TEC **£2.99**

Ol' TC and his gang are back, to save Benny the Ball from becoming cat food at the hands of a dastardly butler. Previous Hi-Tec licenses have been a bit of a mixed bag, but this is quite a laugh, with some really nice graphics, and an addictive nature that keeps dragging you back for "one more go". Check it out!

OVERALL 82%

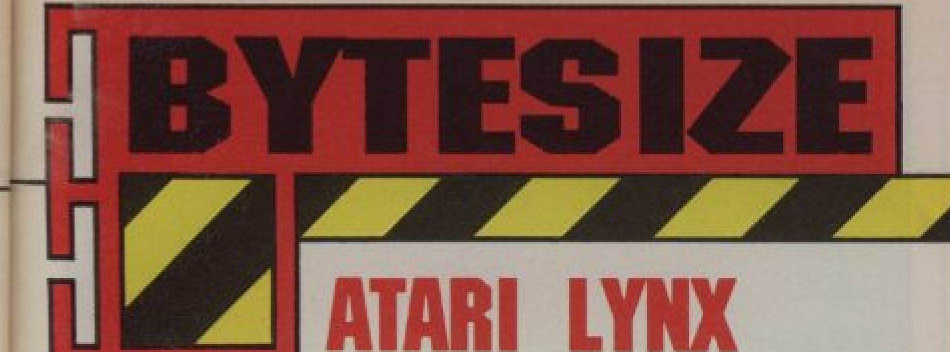
COMING SOON!

GAME	COMPANY	PRICE
TOTAL RECALL	OCEAN	£10.99
TOKI	OCEAN	£10.99
SUPER MONACO GP	US GOLD	£10.99
GAUNTLET III	US GOLD	£10.99
HYDRA	DOMARK	£10.99
SKULL AND CROSSBONES	DOMARK	£10.99
SHADOW DANCER	US GOLD	£10.99

MIAMI TURBO GT
PLAYERS **£2.99**

Although fairly naff on the other 8 bits, the Spectrum version of this Chase HQ-alike is actually quite enjoyable, but after a few plays, the fun factor drops considerably - leaving this a rather dull racer to play. If screeching about in a car is your buzz, take a gander at WEC Le Mans instead.

OVERALL 72%



Boy oh boy! Atari are really churning out the Lynx carts these days, and there are loads due in the months to come - check out the release schedule in COMING SOON below. This month we've got Robosquash, Rampage, Rygar and Rrr... Shanghai, but watch out for more next issue.

SHANGHAI
ATARI **£29.99**

This computer version of Mah Jongg gives you a pile of 288 tiles which you have to get rid of by finding matching pairs and sliding them off the board sideways. It's an absorbing game which puzzle fans (especially the slower thinkers for whom Klax was too nippy) should love.

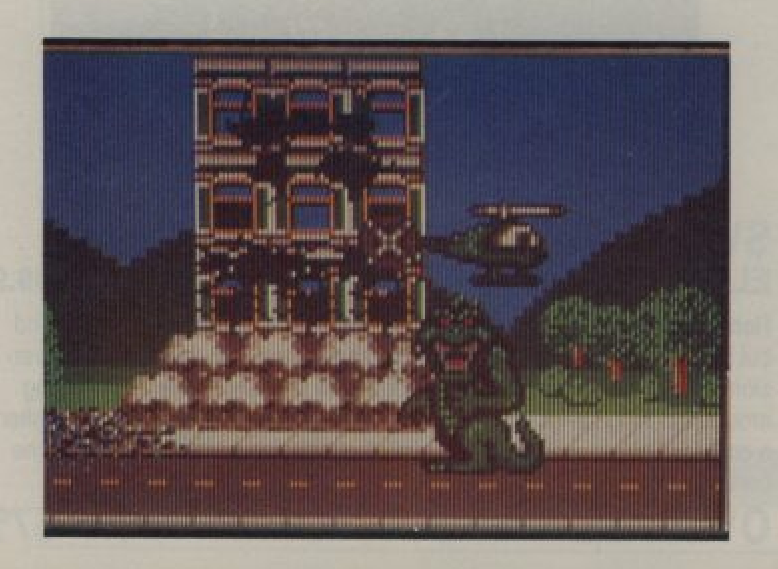
OVERALL 84%



RAMPAGE
ATARI **£29.99**

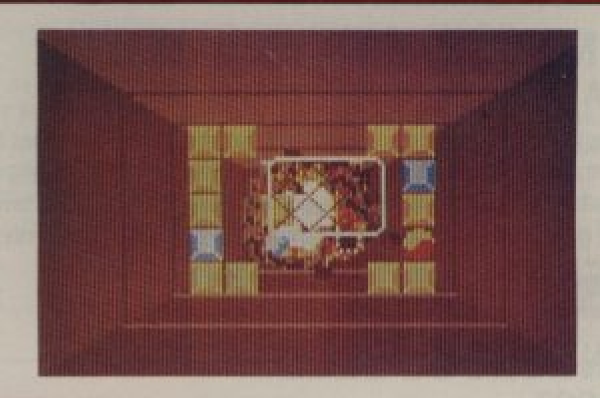
Up to four ComLynxed players take control of giant mutants in this conversion of the Bally-Midway skyscraper-smashing coin-op. The graphics are spot-on throughout, but the there just isn't that much to the gameplay, and anyone but fans of the original will find demolishing building after building a mite tedious.

OVERALL 60%



COMING SOON!

GAME	DATE	PRICE
NINJA GAIDEN	FEB	£29.99
WORLD CLASS SOCCER	FEB	£29.99
NFL SUPERBOWL	MARCH	£29.99
VINDICATORS	MARCH	£29.99
CHEQUERED FLAG	MARCH	£29.99
WARBIRDS	MARCH	£29.99
GRID RUNNER	MARCH	£29.99
TURBO SUB	MARCH	£29.99
APB	APRIL	£29.99
SCRAPYARD DOG	APRIL	£29.99
XYBOTS	APRIL	£29.99
720 DEGREES	JUNE	£29.99
CASINO	JUNE	£29.99
PACLAND	JULY	£29.99
STUN RUNNER	SEPTEMBER	£29.99



ROBOSQUASH
ATARI **£29.99**

Effectively Robosquash is a 3D version of the arcade antique, Pong. The idea is that you hit the ball past your opponent's paddle which is at the far end of the court, and stop him hitting it back past yours. Power ups and smart graphics liven things up a little, but there isn't quite enough variety to keep the game exciting for very long.

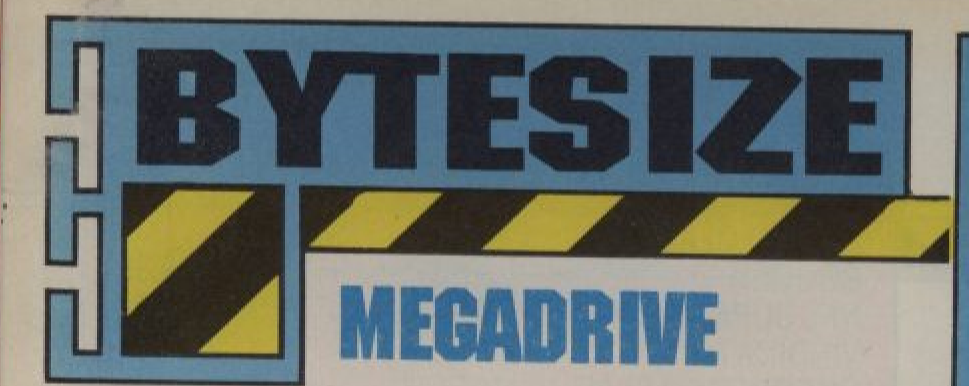
OVERALL 70%



RYGAR
ATARI **£29.99**

Take control of a barbarian king armed with deadly spiked yo-yo then leg it through 23 scrolling levels of caves and volcanic backdrops, clearing them of evil creatures. The coin-op was never a hit, and this conversion is just as dull. The run-and-bash gameplay isn't too stimulating, and there's no significant variation from level to level. Even the graphics aren't that good, so only rabid fans of the original need apply.

OVERALL 46%



COMING SOON!

GAME	DATE	PRICE
MIDNIGHT RESISTANCE	TBA	£37.00
SPIDERMAN	TBA	£37.00
RAIDEN	TBA	£37.00

THANKS

Thanks to Console Concepts (formerly PC Engine Supplies) of Stoke for letting us borrow all of these games! Call them on (0782) 712759.

Crikey! Billions of Megadrive releases both official and import, but hardly any of them are much cop! For the official machines, EA have launched Zany Golf while Virgin have released ESWAT, Arnold Palmer's Golf, Super Real Basketball, Super League Baseball, Moonwalker, Ghostbusters, Twin Hawk and Phantasy Star II - a decent bunch apart from World Soccer which doesn't even deserve to be sneezed on. Here are some more import Megadrive reviews to keep you occupied...

WONDERBOY 3
SEGA £37.00

It's time to get out that nappie and ready yourself for yet another test of your platform shoot 'em up skills. With its jolly graphics and appealing sound, Wonderboy 3 is initially quite enjoyable, but the action is quite monotonous so it all gets pretty tedious after a while. One for arcade fans only.

OVERALL 67%

DANGEROUS SEED
NAMCOT £37.00

Fly your Anti-Alien Doom Mobile across several stages of vertically-scrolling scenery in this shoot 'em up non-event. This is a tedious effort to be sure, and even the power-ups are nothing new. It's very easily completed, too, so only extremely inexperienced laser fans have a chance of getting their money's worth.

OVERALL 50%



HEAVY UNIT
TOHO £37.00

Yet another tempting opportunity to race across a multi-directional scrolling playfield dishing out photon violence to anyone who dares cross your path. Though it's not particularly pretty, Heavy Unit is quite a jolly game, but Hellfire still rules supreme.

OVERALL 75%



GAIN GROUND
SEGA £37.00

Best described as Gauntlet without the scrolling (and the enjoyment), the objective of Gain Ground is to just reach the exit on the other side of the screen shooting soldiers on the way. It's very simple and very boring. You'd have to be stark raving mad to part with thirty odd quid for this - and you can't even use it to fertilise the garden.

OVERALL 49%

DARIUS 2
TAITO £37.00

Yes, you guessed it! Another horizontally shoot 'em up with extra weaponry! Lordy, when will these programmers come up with a more original idea? Still, Darius has nice graphics and sound and is pretty playable as well. As we said before though, Hellfire is still the best blast around.

OVERALL 79%



SWORD OF SODAN
ELECTRONIC ARTS £39.99

Remember Sword of Sodan on the Amiga? It had brilliant graphics, sound but pretty tedious gameplay. Much the same applies to this Megadrive version, except that the graphics and sound are actually worse! Just walking around slashing things with your chopper is exceptionally monotonous after a couple of plays, and there isn't even the amusing speech to alleviate the boredom.

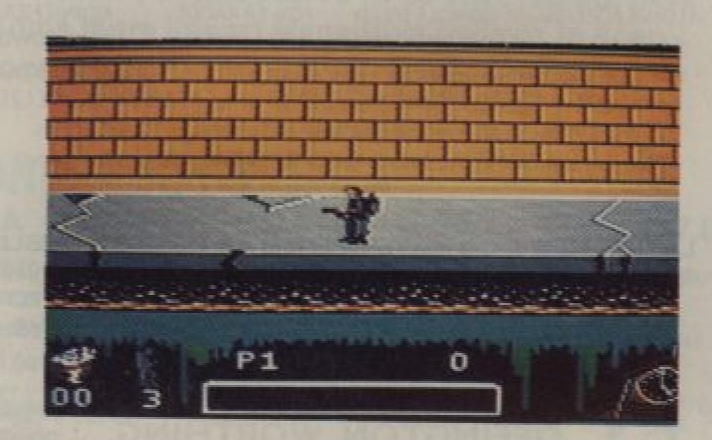
OVERALL 57%

BYTESIZE

NINTENDO

COMING SOON!		
GAME	DATE	PRICE
GREMLINS 2	NINTENDO	£TBA
SUPER SPIKE VOLLEYBALL	NINTENDO	£TBA

Plenty of new releases for NES owners this month - some totally fabby, some incredibly dire. Console yourselves (arf arf) by buying a copy of the brill Snake, Rattle and Roll (reviewed on page 86) or Solar Jetman (page 82). Here's a quick round up of the rest, which, we're sorry to say, don't have prices because Nintendo's price list wasn't quite up to date...



GHOSTBUSTERS 2
NINTENDO **£TBA**

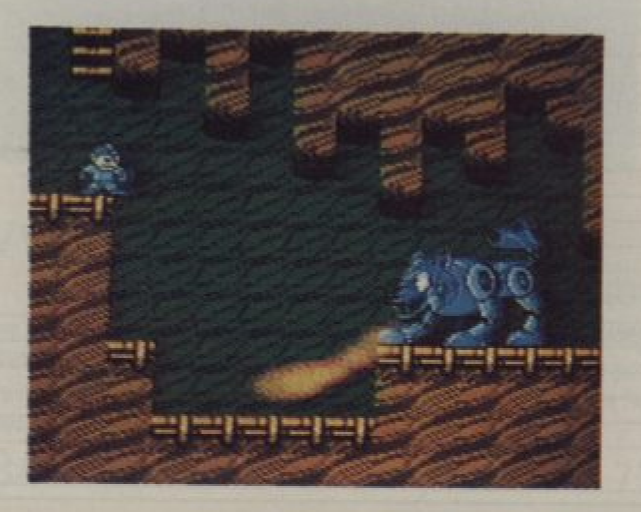
Remember the Ghostbusters? Of course you do, and here's the game of the sequel courtesy of Nintendo. The game is divided into a number of sub-sections with plenty of ectoplasmic excitement. Unfortunately, although a good laugh, this game has awful graphics, average sound and isn't exactly a steal at the price. Avoid.

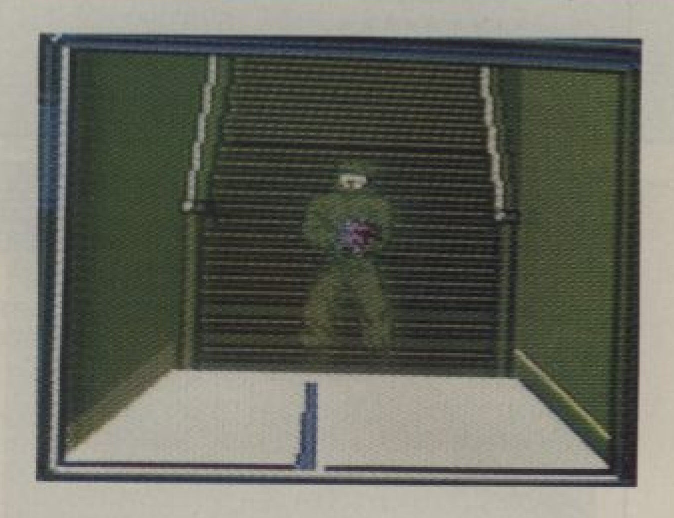
OVERALL 61%

BAD DUDES
NINTENDO **£TBA**

Yet more beat 'em up thrills as the player adopts the mantle of a Bad Dude traversing the horizontally scrolling playfield dispensing untold levels of violence to other Bad Dudes. Flickery graphics, tedious sound and yawn-worthy gameplay make this one NES cart to avoid. Go for Double Dragon 2 instead.

OVERALL 49%

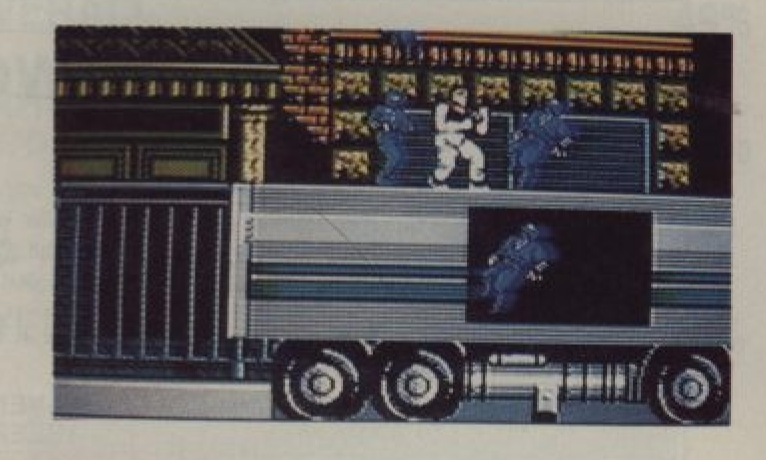




RESCUE
NINTENDO **£TBA**

Terrorists have taken over an embassy, and it's down to your crack elite SAS squad to "go in there" and dispense lead death to any terrorists who dare cross your path. Don't kill the hostages though - you've got to save them. The game's divided into sub-sections and each is pretty entertaining - but rather easy. Leave this well alone.

OVERALL 58%



MEGAMAN 2
NINTENDO **£34.95**

Dr Wily's back, and it's down to Megaman to beat off all of his robotic henchmen, blag their weapons and make his way to Wily's castle for the final confrontation. This platform masterpiece is only beaten by the Mario series for sheer brilliance, and ranks as a totally fantastic and highly addictive game! We've had an imported version since last August and we're STILL playing it. Buy it as soon as you can - you won't be disappointed!

OVERALL 95%

PINBOT
NINTENDO **£34.95**

Yet more brilliance from Rare - the dudes behind Snake, Rattle 'n' Roll and Solar Jetman. This conversion of a classic Williams pintable boasts millions of bonuses, great ball action (fnerk), superb graphics, super sound and speech and a rather addictive line in playability. Check it out now!

OVERALL 90%

BYTESIZE

PC COMPATIBLES

Phew - heaps of PC stuff this month, and most of it's pretty good too! Remember, though, a lot of the arcade stuff is designed to run on fast PCs - 286s or faster. All the games reviewed here were seen on a machine running at 26 MHz (ie very fast indeed) and 13 MHz (quite speedy), and an Amstrad 2086 running at 8 MHz (not terribly quick).

4D SPORTS DRIVING
MINDSCAPE **£29.99**

Drive 11 fast cars around tracks of your own design comprised of such hazards as loop-the-loops, slaloms, pipes, jumps, forks and elevated sections. If you're playing on a fast PC this sim provides a really great feeling of driving, and makes the original PC Hard Drivin' look pretty weedy. Sub-12 MHz machines make it look less impressive, though, even with the scenery switched off.

OVERALL 84%

OIL'S WELL
SIERRA **£24.99**

Originally an Atari 8 bit game many years ago, this has been spruced up with 256 colour graphics. You have to guide your pipe through a maze of passages to grab oil pellets, while avoiding mutant insects. It's a very simple game, and not a particularly thrilling one - even with 256 colour graphics.

OVERALL 65%



ELVIRA
ACCOLADE **£39.99**

Help the buxom horror hostess regain control of her ancestral castle in this rather gory graphic adventure by Horrorsoft. The command system is easy to use, the plot and puzzles are engaging and the game is made even more entertaining by all the graphic and sound effects. Be warned, though - even the unshockable C+VG staff found some of the graphics a little disgusting. Definitely worth buying if that (and the price tag) isn't a problem, though.

OVERALL 84%



COMING SOON!

GAME	COMPANY	PRICE
SIMEARTH	MAXIS/OCEAN	£TBA
RETALIATOR	OCEAN	£TBA
BATTLE COMMAND	OCEAN	£TBA
HARD DRIVIN' II	DOMARK	£TBA
MiG 29	DOMARK	£TBA
SECRET WEAPONS OF THE LUFTWAFFE	US GOLD	£TBA
DEATH KNIGHTS OF KRYNN	US GOLD	£TBA



STELLAR 7
DYNAMIX **£29.99**

Another revived oldie - this time a souped-up game of Battle Zone with lovely 3D graphics (if you've got VGA) and plenty of enemy robot ships to take apart. A worthy purchase for 286-owning blast fans.

OVERALL 86%

ALPHA WAVES
INFOGRAMES **£29.99**

An abstract 3D platform game, in which you guide a bouncing thing through mazes of rooms, collecting crystals. Infogrames claim that the frequency of the sounds emitted by the PC sooth the troubled mind, but your reviewer turned out to be immune to such brainwashing. Original, and absorbing for a while, but it's a bit too frustrating to keep you happy for long.

OVERALL 70%

LINKS
US GOLD/ACCESS **£TBA**

From the people who brought you Leaderboard, this 3D golf sim sculpts shaded hillocks and bunkers on the fairway in 256 colour VGA graphics. The cliff-top scenery is stunningly realistic and the speaker even reproduces sampled birdsong to make the experience complete. The fly in the ointment is the fact that each shot takes several seconds to "sculpt", making it very much a game for patient people. Golf groupies will love it, but PGA Tour Golf, though not as pretty, is more instantly playable.

OVERALL 80%

S.T.U.N. RUNNER
DOMARK **£29.99**

Take your STUN ship across futuristic highways at 900 mph in this conversion of the Atari coin-op. Unfortunately, this version is exactly the same as the Amiga version reviewed last month and is neither faster nor more playable, even when running on a superfast 386. Don't even try it on anything slower than 12 MHz.

OVERALL 39%

BYTESIZE

PC ENGINE

A mixed bag for PC Engineers this month, with two Sega coin-op conversions, something for grapple fans, and even blasting freaks get a look in, too!

TOY SHOP BOYS
HUDSON **£34.00**

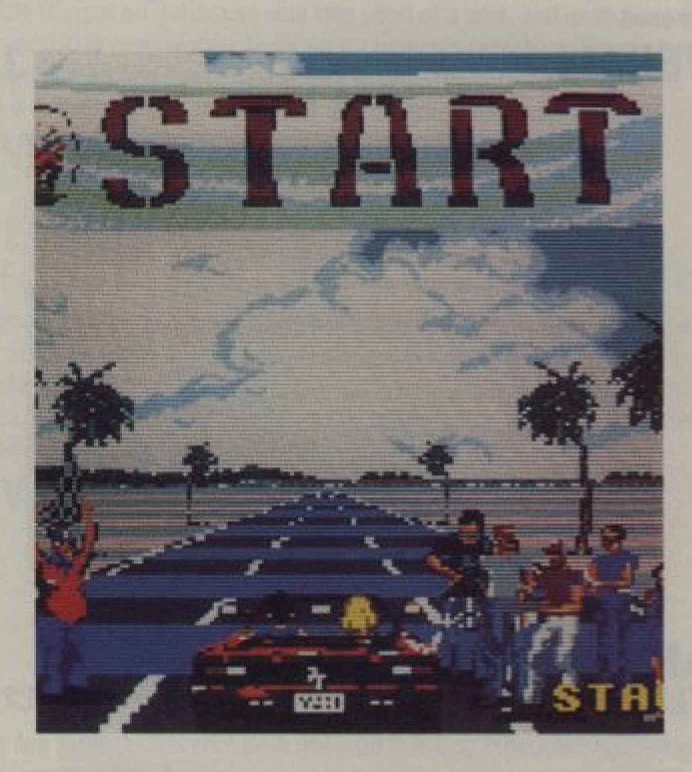
Vertically-scrolling blasting action, as you guide three flying lads over Toyland. It's yer usual shoot 'em up action (ie power-ups and end of level guardians), but it scores originality points for the ability to move the heroes around in their formation, thus selecting a weapon. Not bad, but not completely outstanding.

OVERALL 70%

OUT RUN
NEC **£34.00**

The classic Sega coin-op blazes onto the PC Engine after what seems an eternity of waiting, and although the graphics and sound are okay, and the game itself is fast, it doesn't take long to finish the game. Also, watch out for the shakey graphics if you have a ropeyvision PAL Engine. For fans of the genre only.

OVERALL 70%



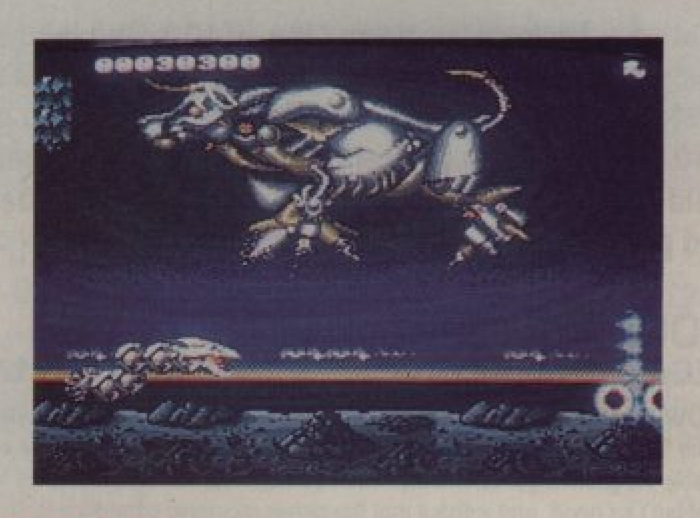
THUNDERBLADE
NEC **£34.00**

Another Sega coin-op conversion, with you at the controls of a super chopper, pitted against enemy tanks and aircraft. The arcade game was no great shakes, and this conversion suffers further with jerky graphics and yukky sound. Very disappointing

OVERALL 46%

COMING SOON!

GAME	COMPANY	PRICE
PARASOL STARS	TAITO	£34.00
HELLFIRE	TOAPLAN	£34.00
SPECIAL CRIMINAL INVESTIGATIONS	TAITO	£34.00



ST DRAGON
AICOM **£34.00**

Bio-mechanoid blasting in abundance with this conversion of the so-so Jaleco coin-op. The main problem here is the level of difficulty - it's too damned hard! Experienced arcade blasters may glean some pleasure from this, but novice gamesters will soon become frustrated. Try it out before you part with the notes.

OVERALL 77%



CHAMPION WRESTLING
TAITO **£34.00**

Wrestling games seem to be something of a trend at the moment, but Champion Wrestling is something of a let-down. The graphics are pretty poor, and the control system is a trifle confusing, making this a heck of a hard game to get to grips with. Unless you're wrestlemania-mad, leave this alone.

OVERALL 44%

CYBER COMBAT POLICE
FACE **£34.00**

Shades of E-SWAT here, with a lone police officer up against various bad guys in order to save the day. The graphics and sound are reasonable, but with only one life to play with, this makes the game extremely tough going. If you're desperate for E-SWAT on the Engine, have a look, but don't expect too much.

OVERALL 67%

BYTESIZE

MASTER SYSTEM

What do Michael Jackson, the World Cup and Dick Tracy have in common? They're all new Sega Master System games, that's what! Coming soon we've got a load of hot-looking conversions from TecMagik and US Gold - check out the Previews section for full details and pics.

MOONWALKER
SEGA **£29.99**

AAOW! Wacko Jacko's back to save the kids of the world, in this conversion of the Megadrive game reviewed in issue 108. This looks a lot like the enjoyable Megadrive game, but the music (which was that version's best feature) isn't as good, and without that the rather repetitive gameplay isn't enough to sustain your interest for long. Recommended only for novice gamesters.

OVERALL 70%

DICK TRACY
SEGA **£29.99**

Armed with a machine gun and his fists of justice, the eponymous 'tec fights his way through 18 levels of horizontally-scrolling cityscape on the hunt for villains. The graphics and sound are pretty basic, and the gameplay is just a tad confusing, due to the unresponsive controls. Not a chart-topper.

OVERALL 64%



WORLD CUP ITALIA '90
SEGA **£24.99**

It may be almost a year since the Final, but here's another World Cup footy game - and quite frankly, it's a pretty poor effort, with some awful graphics and almost no playability whatsoever. If you're after a soccer game for the Master System, have a look at the brill World Soccer.

OVERALL 44%

COMING SOON!

GAME	DATE	PRICE
CYBER SHINOBI	SEGA	£29.99
LEADERBOARD	US GOLD	£TBA
HEROES OF THE LANCE	US GOLD	£TBA
PACMANIA	TECMAGIK	£TBA
POPULOUS	TECMAGIK	£TBA
SHADOW OF THE BEAST	TECMAGIK	£TBA



GAIN GROUND
SEGA **£29.99**

This little known Sega coin-op conversion looks like a single screen version of Gauntlet - but that's where the similarities end. As well as having duff graphics, Gain Ground is about as interesting as watching paint dry. Leave it on the shelf.

OVERALL 32%

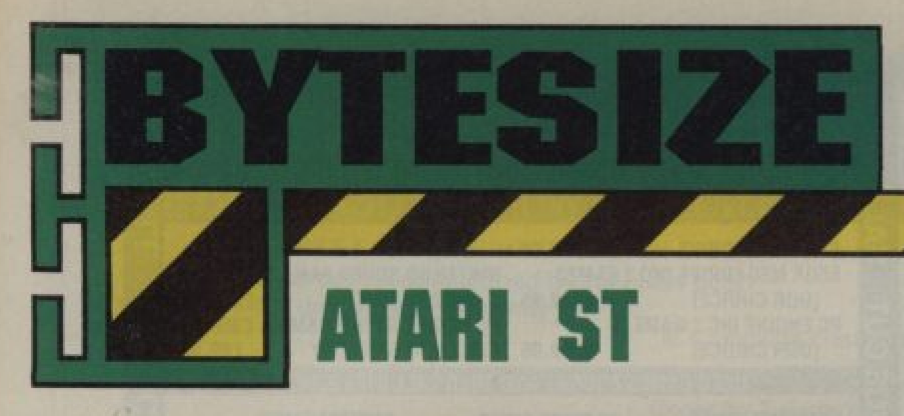


DANAN - JUNGLE FIGHTER
SEGA **£29.99**

Swing through the jungle, and duff up a few Amazons in this rather dull platform caper. Jumping around collecting magical powers and doing over various nasties is fun for a while, but tedium soon sets in, and you'll find yourself getting rapidly bored. Have a look, but don't expect too much.

OVERALL 54%

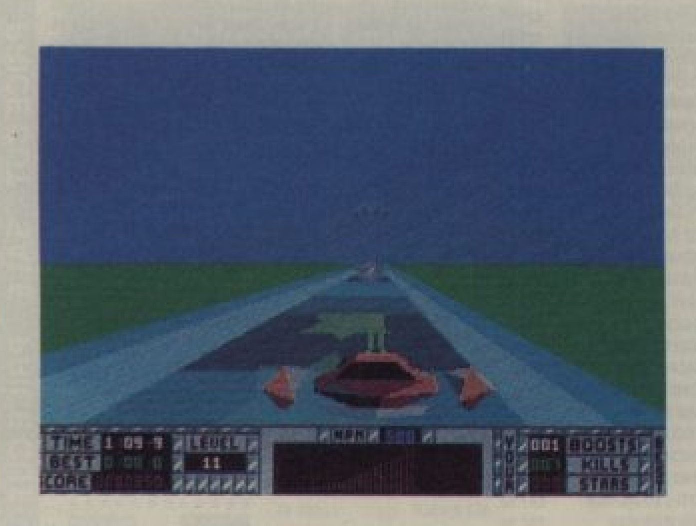




It's a bit of an odd month for ST owners, with the very poor STUN Runner and the dull World Championship Soccer, but there's the ruddy good Crime Wave to make up for it...

COMING SOON!

GAME	COMPANY	PRICE
NARC	OCEAN	£24.99
NAVY SEALS	OCEAN	£24.99
EPIC	OCEAN	£24.99
HYDRA	DOMARK	£24.99
SUPER MONACO GP	US GOLD	£24.99
GAUNTLET 3D	US GOLD	£24.99
CYBERCON III	US GOLD	£24.99
TOKI	OCEAN	£24.99
HARD DRIVIN' II	DOMARK	£24.99



STUN RUNNER
DOMARK £24.99

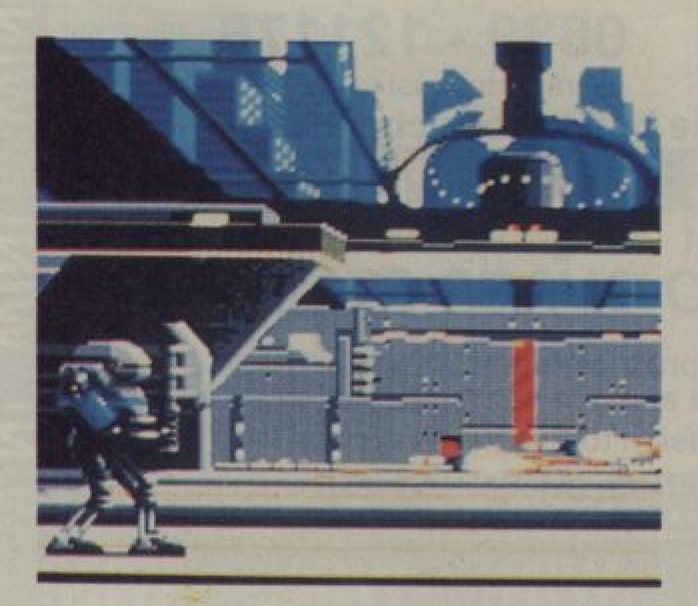
STUN Runner on the Amiga was little short of a joke, and unfortunately, the ST version is even worse! Jerky vector graphics (which run slower than the Amiga game!) and the complete lack of any feeling of speed or inertia make this a dire conversion indeed, and one not worth even picking up off the shelf.

OVERALL 37%

METAL MASTERS
INFOGRAMES £24.99

Mechanoid mashing with a difference, as you play the pilot of a massive combat machine, out to defeat myriad opponents, to make as much money as possible. Although the graphics are okay (even if the animation is a tad suspect), there's not enough here to make this something you'll play again and again.

OVERALL 71%



CRIME WAVE
US GOLD/ACCESS £24.99

The president's daughter has been kidnapped (ooh, original), and it's up to you to get her back by any means, no matter how violent! To be honest, this is actually a NARC clone, but with added movie-like pieces. So if you're a fan of the NARC coin-op, and you don't mind the slightly slow pace of the action, take a look.

OVERALL 85%

OPERATION NEPTUNE
ACTION 16 £4.99

The blurb says the game contains "unbelievably realistic sub-aquatic combat", but quite frankly, this is about as believable as an episode of Neighbours! Whilst only average in the audio-visual stakes, this is a really dull game, and even for a fiver it isn't a great purchase.

OVERALL 56%

BLINKY'S SCARY SCHOOL
ZEPPELIN 16 BIT £7.99

This cutesy platform romp puts you in the shoes(?) of Blinky, a ghost who is out to stop the threatening, ghostbusting activities of Laird McTavish. With its cutesy graphics, addictive gameplay and attractive price, this is a very good game indeed.

OVERALL 80%



WORLD CHAMPIONSHIP SOCCER
ELITE £24.99

The Megadrive cart from which this is taken is not exactly the most exciting footy game ever, and even though this ST version is virtually identical, the confusing control method is enough to drive anyone up the wall. Soccer fans would still do well to go for the cheaper (and much better) Kick Off 2.

OVERALL 56%



REVIEW

NINTENDO **£34.95**

BY NINTENDO/RARE



The man with a gift for complete lunacy is back (and it's not Rob)! After a break of a few years, Jetman has returned - with yet another scheme to get rich quick! His latest madcap caper involves collecting and recycling other people's interplanetary garbage (what an ecologically sound gent he is, eh?).

However, on a visit to one particular solar system, Jetman comes across a piece of a once great solar warpship, wrought from purest gold! After a great deal of brain bending thought, Jetman realises that the other pieces of the warpship are dotted across the various planets in the solar system.

If he could collect all the pieces of the ship and return it to its former glory, all his money worries would be over and he could retire a rich man! But being such a complete thickie, Jetman has no idea how to complete this monumentous task - and he needs your help!









PLENTY OF THRUST

Press the start button on your joypad and you'll immediately recognize Solar Jetman's resemblance to the ancient coin-op Gravitar. Gravity has an effect on Jetman's craft, and pulls him into the ground, so Jetman has to counter its effect by rotating his ship and thrusting. Garbage is dotted around the scrolling landscape and Jetman must collect it and return it to base. If he crashes his craft, he automatically ejects and has to re turn to base to collect a new craft.



COMMENT

Solar Jetman is simply one of the best NES cartridges I've had the pleasure to play this year. The Thrust-type gameplay coupled with some great power-ups make this a really playable little game, but then what would you expect from Rare (creators of the original Speccy Jetman games)? On some planets, keeping control your craft is the hardest task - it really is a challenge just to survive! With fabby graphics and super sound, Solar Jetman is a really cosmic cartridge that must be bought - pronto.

RICHARD LEADBETTER



GLORY DAYS

Solar Jetman is only the latest in the hopefully long line of Jetman games! Way back in the early eighties, Jetman became something of a cult hero amongst Spectrum owners when Ultimate Play the Game (the label for Rare's early games) released Jetpac which put Jetman in the spacecraft construction business. Lunar Jetman was the follow-up, and there was plenty more baddie-blasting on a Defender-style landscape, and Jetman could even jump into a moon buggy and blast away in safety. Will Rare produce a follow-up to Solar Jetman? Only time (and a future issue of CVG) will tell!



LAR
MAN
IE GOLDEN WARPSHIP



COMMENT



I've been a fan of the Jetman games ever since I bought Jetpac for my Spectrum all those years ago, and it's been great to watch the Rare team go from strength to strength since then. This is a bit of a departure from the old Jetman style, but as far as gameplay goes, I found it far and away the most enjoyable game in the series, because there's just so much to it! The planets and cave systems within them are vast, and there's such a variety of bolt-on items to find and capture. I couldn't believe how big the second planet was the first time I reached it - it's like a game in its own right! The sound and graphics are functional rather than outstanding, but the fast and smooth scrolling deserves a mention. This is another great game from Rare which simply must be played to be believed!

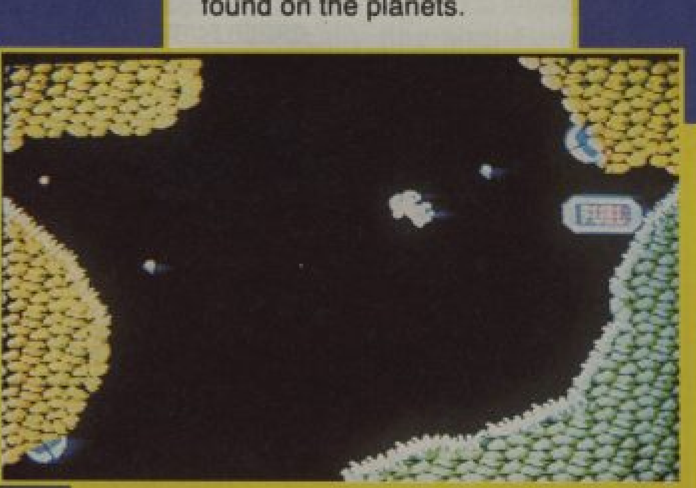
PAUL GLANCEY

POWER-UP PRICES

The level ends when Jetman gets back to his mothership with the Warpship segment. Then it's time to warp off to the Interstellar Shop, where he can purchase the likes of more efficient engines, titanium bullet-packs, time bombs and homing missiles to add to any useful garbage found on the planets.

NINTENDO

GRAPHICS	93
SOUNDS	91
PLAYABILITY	95
LASTABILITY	93
OVERALL	94



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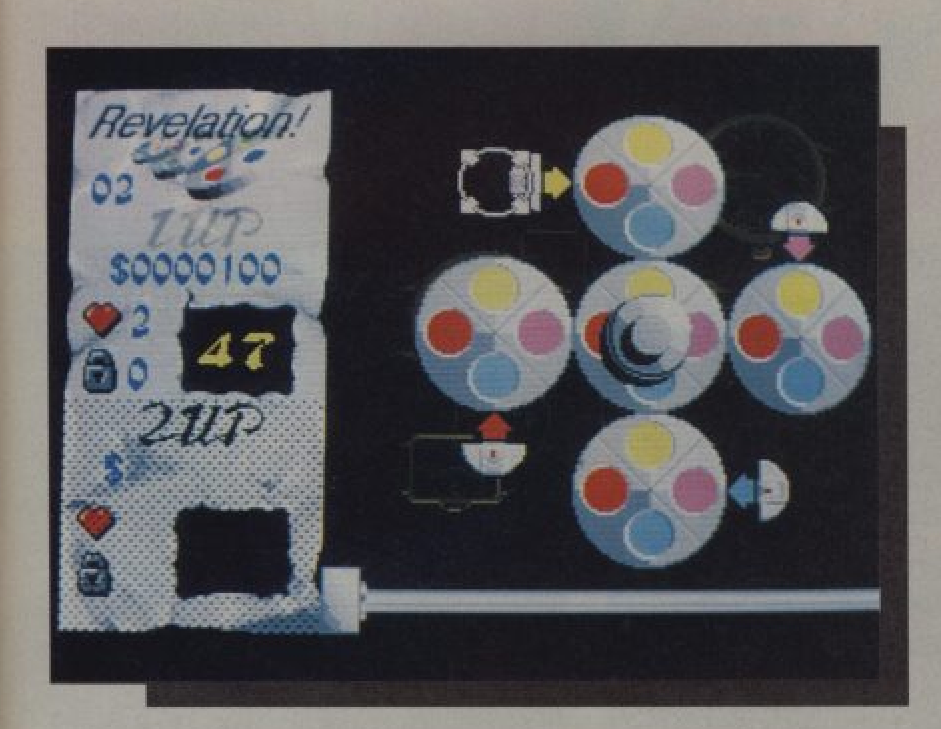
CVG 03/91



UPDATE
An ST version is also being planned by the game's creators, Teque. Expect much the same game with slightly inferior sonics at the same price.

AMIGA **£24.99**

Revelation!

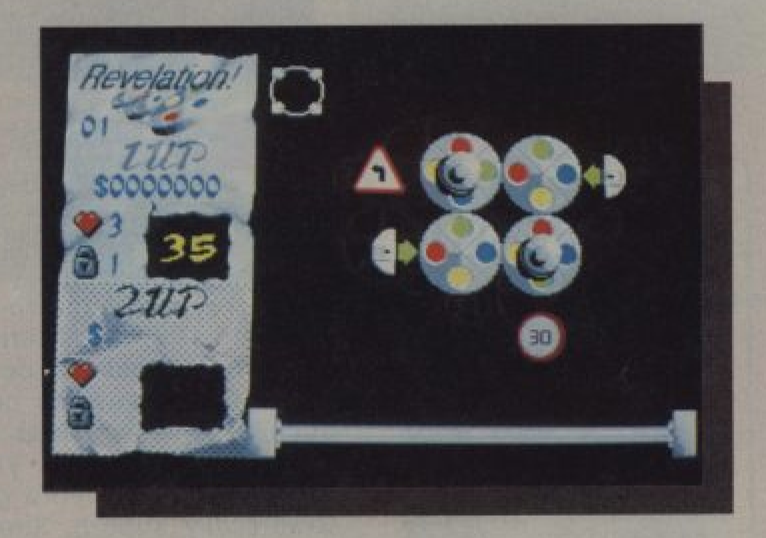


Revelation is one of those puzzle games that seems incredibly simple, but is incredibly difficult to explain. Anyway, here goes.

The screen displays the locking tumblers of a safe, and it's your job as an elite safe cracker to open the safe before the time limit expires.

Actually manipulating the locking tumblers into opening the safe is quite a tricky process. The wheels on the screen have coloured dots arranged around the outside, and if one is turned so that, say a red dot is adjacent to another red dot on a neighbouring wheel, the second wheel will rotate one quarter turn. This in turn may cause another two colours to match up, so watch out for some massive chain reactions!

To actually crack the safe, the tumblers have to be arranged so that the colours on them coincide with coloured locking arrows. When all the arrows are matched up with the corresponding colour the lock opens and you can spend whatever time is remaining opening the doors on a set of strongboxes. Some hold jewels which are worth bonus points, while others are completely empty and leave the prospective thief lootless.



COMMENT



Krisalis deserve praise for trying to come up with a puzzle game which isn't just another Tetris clone, but when it comes down to it, I'd still rather play Tetris than Revelation. The idea is a good one, and it's very well presented graphically and sonically (the Matt Furniss soundtracks are very "Countdown" like). But the Rubik Cube-style interaction between different elements of the puzzle means that this lacks the hypnotic power of Tetris which comes from the player having to concentrate intently on one particular part of the screen. Without that, the game didn't really grab me enough to make me want to think about the strategy and I just played by fiddling with the tumblers semi-randomly until the safe opened. Real puzzle freaks (ie Rubik fans) should love Revelation, but it required a bit too much abstract brainwork for my taste.

PAUL GLANCEY

AMIGA

GRAPHICS	80
SOUNDS	85
PLAYABILITY	80
LASTABILITY	77
OVERALL	80



NINTENDO £34.95

BY NINTENDO

SNA... RA... 'N' ...

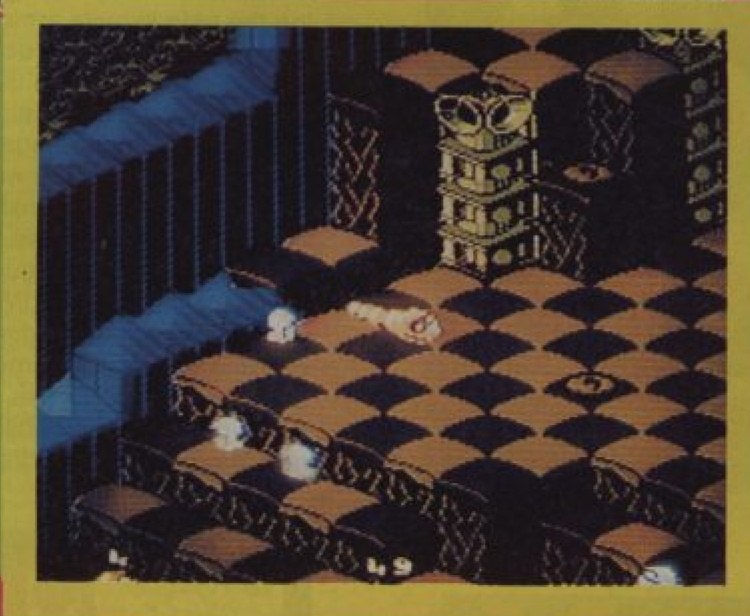
CVG HIT

Rattle and Roll are two snakes - not your ordinary variety, however, these two live in a strange world of chequerboard landscapes, seas, waterfalls, stereo speakers, and, of all things, manholes! Their fate in life is to get from level to level by eating enough Nibbly Pibblys - small creatures that infest the landscapes - to become heavy enough to ring a bell at the top of a weighing machine, which in turn will open a door to the next level.

There are a fair few nasties out to put paid to our reptilian heroes' schemes - flapping loo seats (remember Manic Miner?), big stomping feet, a big shark, and the constant threat of falling off the landscape into oblivion!

SNAKES IN THE GRASS

Rattle and Roll aren't defenceless against the bad guys - by flicking their tongues out, any nastie can be blasted into next week. But when things get really nasty, tokens can be collected to increase their speed or the length of their tongues! But watch out for the icon which reverses the snake controls!





COMMENT



Rare (previously known as Ultimate Play the Game) have proved that you don't need 16 bit power to produce a game which is so brilliant, it'll have you hooked from the word go! Graphically superb, Snake Rattle and Roll is one of that "rare" (ho ho) breed of games - an original title which is just so good, there aren't enough superlatives to describe it. The humour is very strong indeed, and it makes a nice change to play a game which is plain fun. NES owners, go forth and get this now!

ROBERT SWAN

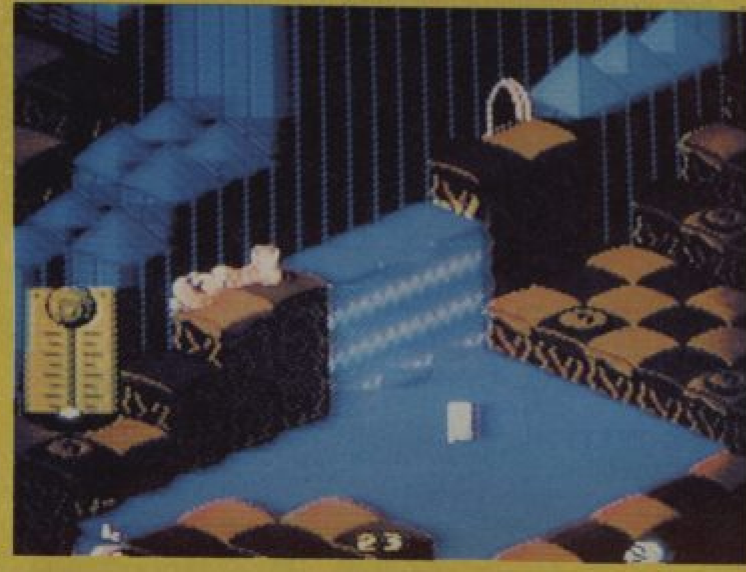




...AKE, ...ATTLE ...ROLL

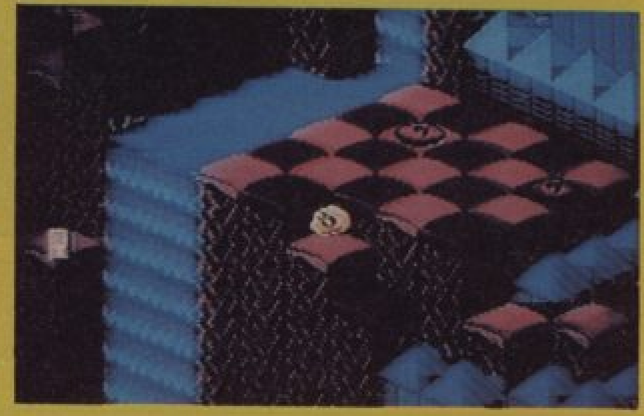




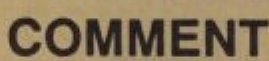






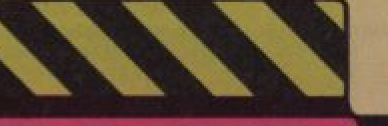


COMMENT





Like Rob, I reckon that Snake, Rattle and Roll is one of the finest Nintendo games I've ever seen. Superlative graphics, swingsome sound and extremely addictive one or two player action make this one fine release that Nintendo and Rare (again) should be extremely proud of. With playability that knocks the many Megadrive games into oblivion, Snake, Rattle and Roll is simply superlative in every respect. Get hold of 35 quid and squander it all on this - you won't regret it!



RICHARD LEADBETTER

NINTENDO	
GRAPHICS	94
SOUNDS	88
PLAYABILITY	96
LASTABILITY	94
OVERALL	95

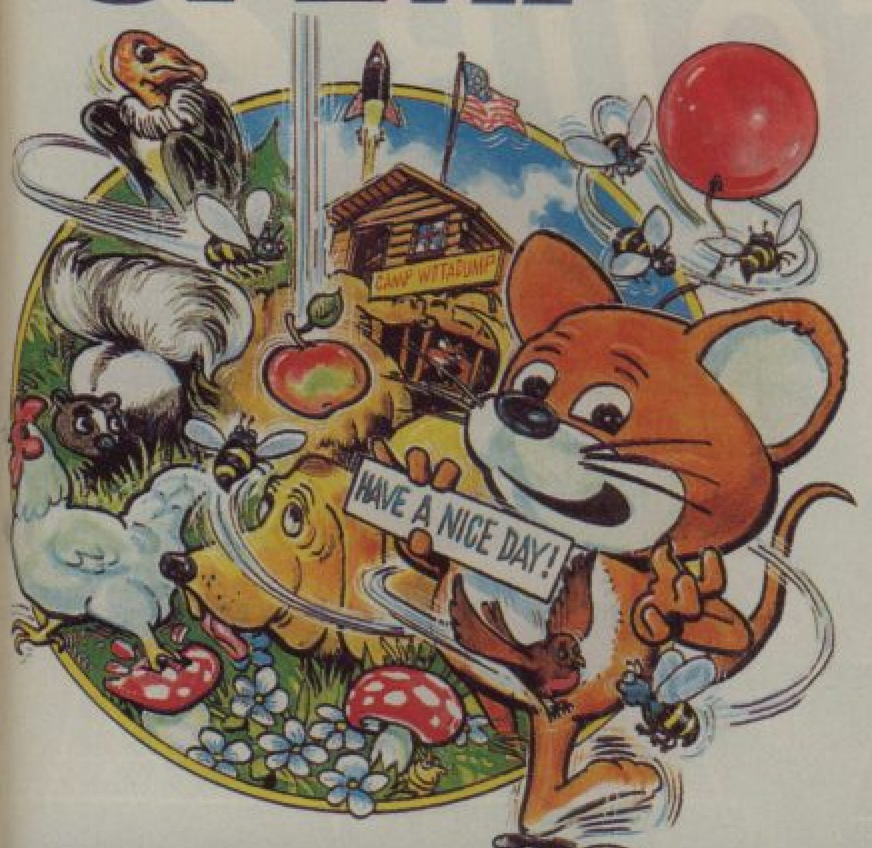
REVIEW

C64 £9.99

BY THALAMUS







Grand Opening Day at Camp Watadump is soon approaching, but there's a big problem - the Stars and Stripes, the camp flag, has gone missing! Enter Maximus Mouse, the camp's resident rodent, who's bound to get the blame, unless he can find a replacement flag within 24 hours!

To find the flag, Max has to construct a vehicle to take him through each of the four massive levels that make up Camp Watadump. This is done by collecting Acme crates to make up the vehicle's blueprint - once the blueprint is complete, Max can go on to the next level!

If Max doesn't succeed, he could find that he's going to be next on the camp barbecue...

COMMENT

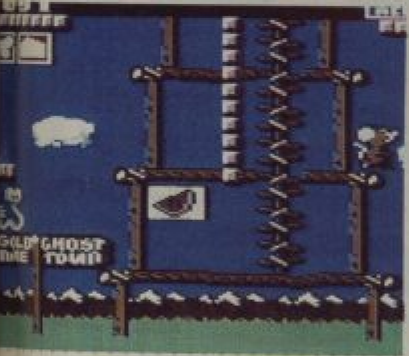


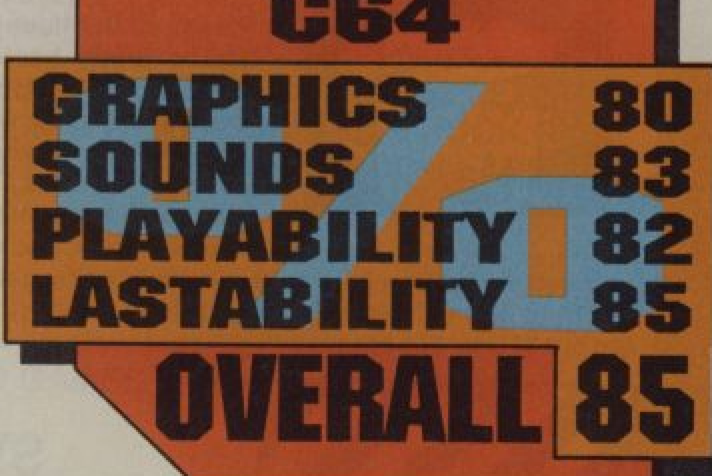
Like Thalamus's other new release, Creatures, Summer Camp oozes a level of playability harking back to the olden days of C64 games. The graphics are cute to the max, and the sound is a treat to the ears, with a boppy, funkatronic tune that bounces away in the background. The game itself is a little frustrating, but is just so addictive, you find yourself playing again and again in spite of the rather tough difficulty level. If you're hankering after a brill platform game for the C64, check this out pronto.

ROBERT SWAN









C64	
GRAPHICS	80
SOUNDS	83
PLAYABILITY	82
LASTABILITY	85
OVERALL	85

ICON INSANITY

Dotted around the camp are various icons that will aid Maximus in his quest:

FRUIT: Replenishes firepower.
MOUSETRAP: Fatal! Avoid like the plague!
CLOCK: Freezes all enemies on screen.
WHIRLY: Transforms Max into a mousecopter!
PARACHUTE: Enables Max to survive long drops, but can only be used once.





UPDATE

Start saving, ST-owning tennis fans, because Pro Tennis Tour 2 will soon be available for your machine. Other versions are a possibility - we'll keep you posted.

AMIGA **£24.99**

BY UBI SOFT

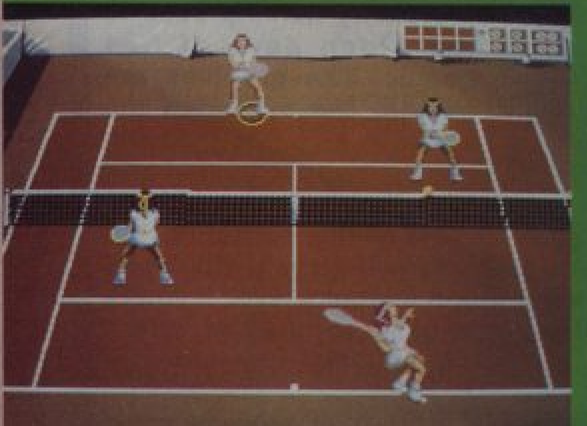
PRO TENNIS TOUR 2

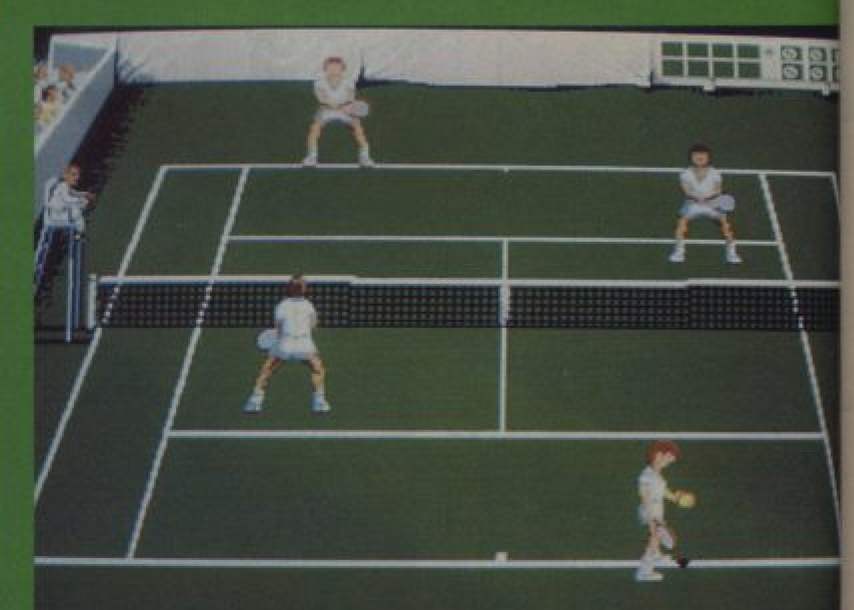




Pick up your racquet and give those balls a good smashing in Ubisoft's follow-up to their acclaimed Pro Tennis Tour. It's the usual pseudo-3D graphic display with lashings of sprite-based action, as the player battles it out across one, three or five sets of tennis action.

There's also an option to take part in all of the major tennis tournaments the world has to offer, along with a choice of different pitches. And there's plenty more where that came from...





COMMENT



The problem with Pro Tennis Tour 2 is that underneath all the flashy exterior lies a pretty basic game - okay, the graphics and sound are both very nice, and there's a whole sackload of options, but after two or three games, the interest wanes, and you'll find yourself relegating this to the cupboard to gather dust. Aspiring John McEnroes will probably get a fair old bit of fun out of this, but others will get bored with it after a while.

ROB SWAN

AMIGA	
GRAPHICS	81
SOUNDS	78
PLAYABILITY	80
LASTABILITY	80
OVERALL	80

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MEGADRIVE £37.00

BY SEGA

MAGICAL [FLYING HAT] TURBO AD[VENTURE]

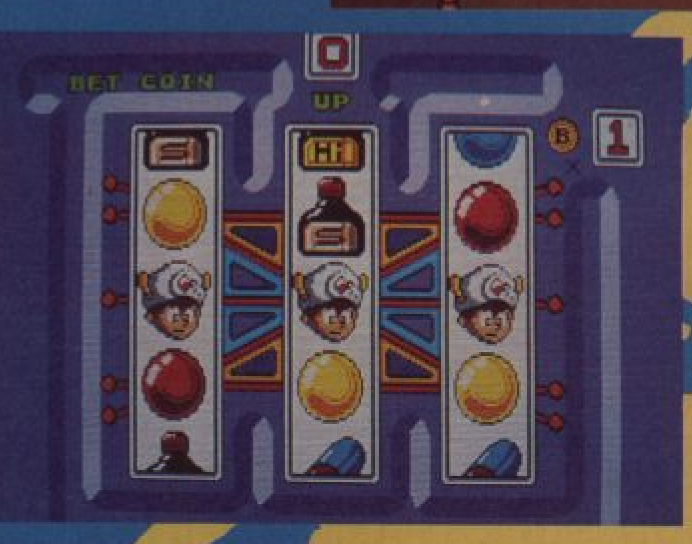
The kingdom has been rent asunder by an evil dictator, who has filled the fair and pleasant Arabian lands with the minions of darkness. It's a good thing that there's a hero around who armed with his turbo-powered magical hat (and a plentiful supply of Duracells to keep it going) has decided to rid the kingdom of the murderous minions.

The action takes place over an eight-way scrolling platform environment, with our cute Arabian hero running around dispensing lethal justice to anything evil-looking. The object of each level is simply to negotiate all the platform puzzles and reach the goal at the end of the level. Then it's on to the next stage where more of the same awaits - only this time it's even harder! So there you go.



CRYSTAL CLEAR

On the weapons window, the hero's current inventory is displayed and it's here that the player can utilise any crystals that he's picked up. There are four varieties and each has a different effect, like making the screen go all wibbly (and killing all of the enemy sprites) for instance. Other pills and potions that the hat-wearing hero has collected can also be selected here for instant use.



COMMENT



Is this Psycho Fox, or what? Apart from a graphical face-lift, this is practically a Megadrive version of the classic Sega game! Still, the playability of Magical Flying Hat Turbo Adventure makes it stand head and shoulders over the majority of banal Megadrive games that infest the office at the moment, although where does the "Flying" come into it? Any road up, with its great graphics, bonus games and huge levels, this game is highly recommended. Be warned though, as Rob will tell you, it's a tad frustrating at times.

RICHARD LEADBETTER



THANKS

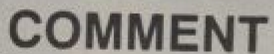
Thanks to Console-Concepts (0782 712759) for the loan of the cartridge used in this review.

...FLYING HAT ...ADVENTURE!

CVG HIT









TURBO HAT TRICK

So what's so special about this hat thing that gives the game its rather unusual name? Erm, not a lot really except that it's so big inside, our hero can store all his goodies in there and make them readily available for use should the need arise. The Deluxe Magical Flying Turbo Hat also has a free cape attachment which slows down the wearer's fall, enabling our hero to cover yet more ground with a single leap! Pretty groovy, yes?

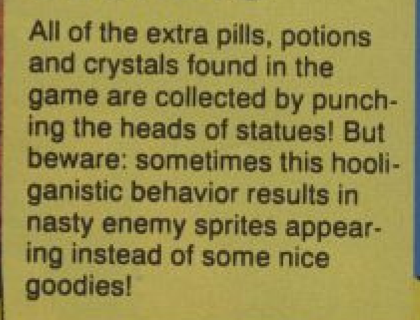
COMMENT

Frustrating!? That's an understatement, and no mistake! Magical Flying Hat Turbo Adventure (the winner of the 1991 Weird Game Title Comp) goes from dead easy to absolutely infuriating! Gripes aside, though, this is one of the best platform games available for the Megadrive, with big, colourful, cutesy graphics, and an addictive nature which grabs you by the throat and doesn't let go. The latest crop of Megadrive shoot 'em ups isn't particularly inspiring so this is definitely one to go for.

ROB SWAN

MEGADRIVE

GRAPHICS	83
SOUNDS	84
PLAYABILITY	82
LASTABILITY	84
OVERALL	84

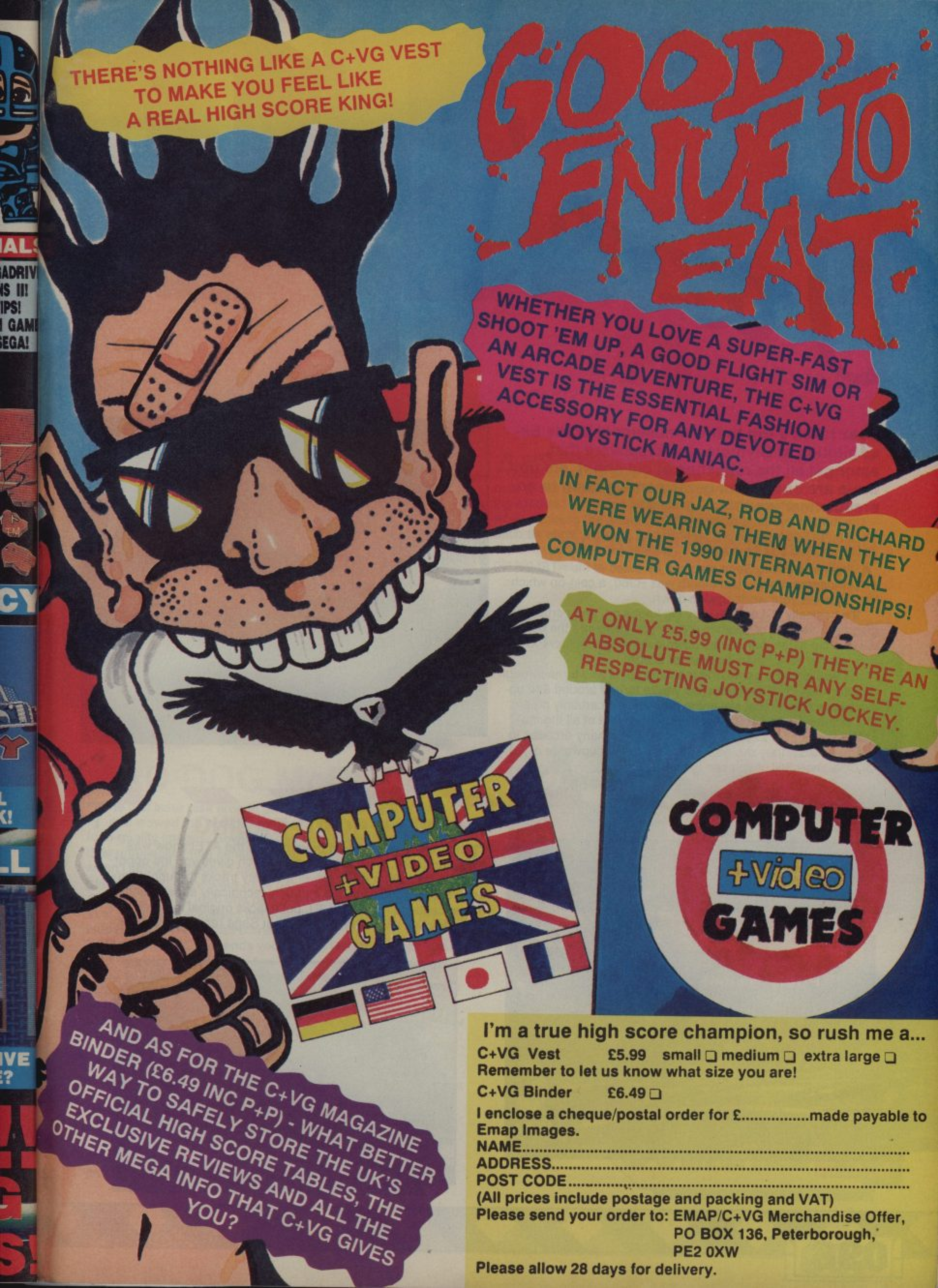


STATUE SECRETS

All of the extra pills, potions and crystals found in the game are collected by punching the heads of statues! But beware: sometimes this hooliganistic behavior results in nasty enemy sprites appearing instead of some nice goodies!



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Jazza's ARCADE ACTION

Jaz takes a trip to the Amusement Trade Exhibition at Olympia, and discovers that, amongst all the rehashes of old shoot 'em ups, there are one or two gems coming soon to an arcade near you...

SIT IN THIS AND SWIVEL!

A very interesting Sega machine revealed at the ATEI amusement show last month was R360, a coin-op which literally turns your world upside down.

It's basically G-Loc with very big knobs on, and certainly gives you the ride of your life. When you climb into the machine a big safety bar comes down over your shoulders to lock you into the seat - then it's time for action.

As you play the game, the machine spins and turns through 360 degrees in all directions, so you're turned around and upside down in the most sickening manner. It's certainly great fun, but there are a couple of down-sides: first of all the machines costs over £20,000 - so don't expect many arcades to get one. And if they do, goes are likely to cost upwards of £2.00 a shot! Still, if you see it, play it!





RADICAL ROAD-RACING

The other Sega coin-op premiered at the ATEI show was Rad Mobile, a car racing game which gives you the opportunity to race other drivers over a variety tracks through different weather conditions. It's certainly technically superb, and has exceptionally realistic 3D, but it lacks original features and that addictive spark that makes most Sega race games great fun to play.



T A I D O E N



BURGER TIME AGAIN

A quick mention to Data East for bringing an ancient concept out of the store cupboard. Super Burger Time is a sequel to the ancient 1980 platform coin-op which had you rushing around the screen attempting to create giant hamburgers while avoiding the attentions of marauding mutant ingredients such as eggs, peppers and pickles! It's all jolly good fun and is certainly addictive for a while - check it out if you want a nostalgic trip to the past.



MAD DOG McCREE

The first laser disk arcade games appeared back in 1983 and wowed the arcade world with their live action and cartoon-quality images. However, early models suffered from terrible unreliability (the sensitive laser disk equipment simply wasn't strong enough to take the punishment arcade machines get), and also there were gaps between scenes as the laser disk head moved from one part of the disk to another. However, Atari has revitalised the machinery, sped it all up and are pioneering the laser disk comeback!

Mad Dog McCree sends you back in time to the wild west, where men were real men, and Indians were being mercilessly slaughtered. The idea is to shoot your way through town. The screen shows a variety of different scenes, and cowboys pop up from all sorts of unexpected angles. Some are bad guys - shoot those suckers dead. But some don't brandish any sort of weapon at all are should therefore be left alone.

Basically the game is a test of reflexes and observation, requiring you to gun down the baddies and ignore the goodies. The picture quality of the real-life action is astonishing (I've got no choice but to give 100% to the graphics, because they're real and therefore can't be faulted), and there are no gaps during play. Sound is also excellent, because that's real too!

Mad Dog McCree is great fun to play and is a refreshing change from the usual coin-op shooting fare. Let's hope more games of this type appear soon!

ATARI	
GRAPHICS	100
SOUNDS	100
PLAYABILITY	93
LASTABILITY	87
OVERALL	90

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PREVIEW

BY RENEGADE

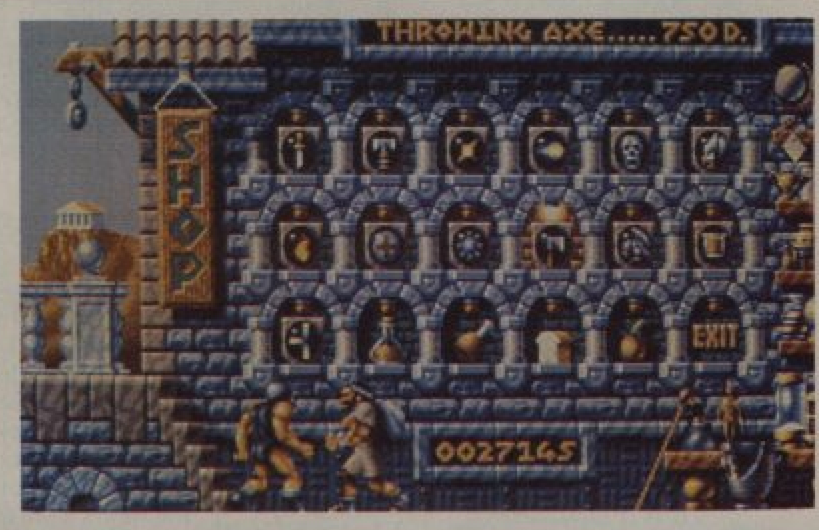


The Bitmap Brothers are back, with this, their first release under the new Renegade label. Loosely based on Greek mythology (their words, not ours!), Gods puts you in the shoes of a bemuscled warrior, whose task it is to travel through myriad platform-strewn levels, collecting as much treasure as possible. Sounds easy, yes? Not when there's all manner of weird and wonderful nasties out to stop



you in your tracks, it isn't! Add to that all sorts of traps and puzzles that have to be overcome, and the stuff really hits the fan! The warrior has a fair few weapons of his own at his disposal, but all have their advantages and disadvantages, depending on your whereabouts.

As you can see from the screenshots, the graphics are absolutely stunning (as is the norm with Bitmap games), and when Our Rob took a trip to the Bitmap offices in Wapping recently to have a look at how GODS was progressing, he was indeed mightily impressed. How will the finished product bear up under close scrutiny, we hear you ask? Well, you'll just have to check a future issue of CVG to find out, won't you?









VERSION	DATE	PRICE
AMIGA	TBA	£24.99
ST	TBA	£24.99

PREVIEW

BY SYSTEM 3

THE LAST NINJA 3

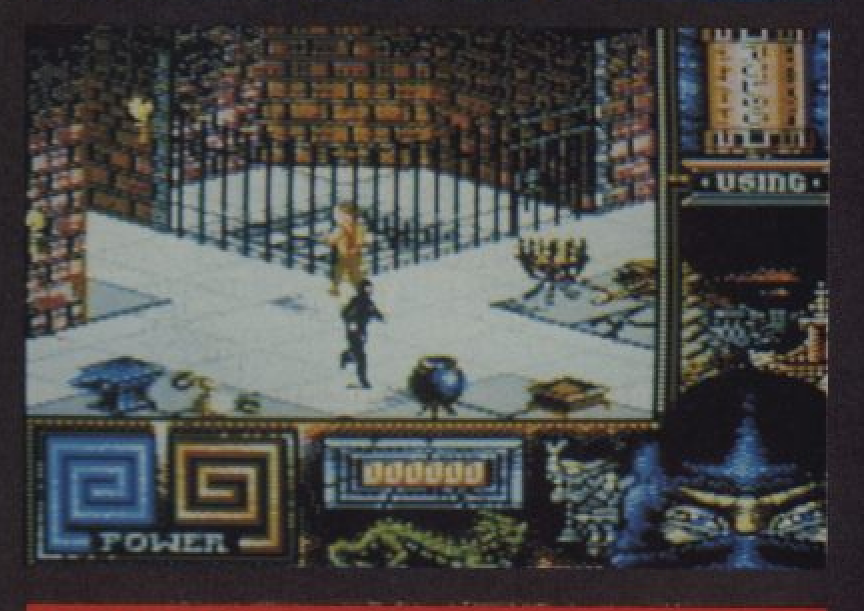
After the rather disappointing 16 bit versions of Last Ninja 2 (which, System 3 are keen to point out, were written by Activision, not them), those Pinner chaps are ready to unleash the third in their Ninja series, once again pitting the Last Ninja, against five evil Shoguns and their forces in Tibet.
Last Ninja 3 certainly looks similar in style to the last two adventures, but as you can see, the graphics are little short of stunning - and so they should be, because Robin Levy, who produced the fancy C64 visuals for Thalamus' Armalyte is the man responsible! Because the C64 version is on cartridge, it promises to have a whole lot more in it than the previous two instalments - more fighting, more weapons and whole lot more adventuring. Will it match up to the two previous corkers? Seems a distinct possibility, but for the full story, check out the review in the April issue of CVG.











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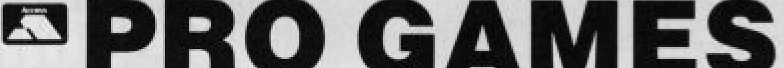
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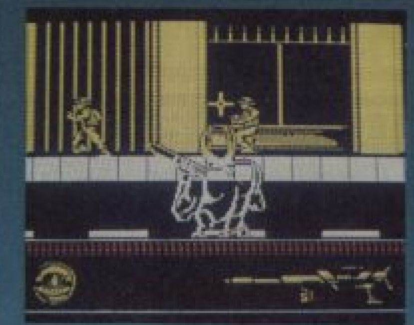
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BY IMAGEWORKS

PREDATOR 2

The alien warrior that hunts for sport is back again, in Imageworks' conversion of the up-and-coming sequel to Big Arnie's 1988 smash hit. Set in down-town LA in the year 1995, the player takes the roll of Harrigan, a no-nonsense cop (played in the movie by Lethal Weapon copper, Danny Glover) attempting to put an end to the vicious drug war between the Jamaicans and the Columbians which has brought the city to its knees. Enter one fully armed alien into the fray, and what do you have? Full scale carnage, that's what! Set over four levels, Predator II has been in development since last autumn. Those "hot" Arc Developments fellahs (of Forgotten Worlds, Dragon Breed and Crackdown fame) are currently stuck into the programming are currently burning the midnight batteries to get this one finished, and from what we've seen, this has the potential to be a film tie-in worth looking out for.







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PACMANIA

The manic munching yellow beach-ball is back - again! PacMan must be the only video game character to make more comebacks than Gary Glitter, but here he is once more - this time on the Master System, courtesy of new software house Tecmagik. The aim of the game is pretty basic - munch your way around the 3D scrolling mazescapes, clearing the pathways of video pills, and dodging (or even leaping over!) the ghosts to stay in one piece! Thing is, this new version has got even more in it than the Atari coin-op, including all manner of new twists, and even a secret level! Will it still be as fun to play? Check out the next issue of CVG for the full lowdown!





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BY IMAGEWORKS

ROBOZONE

Set in a totally polluted 21st century, Robozone puts you in the metal clodhoppers of a Wolverine defence robot, designed to protect the major cities until such a time when the pollution falls to a level where it becomes safe for habitation once more. But, enter the Pollutants (BOO! HISSS!), intent on wrecking the cities and scavenging the metal within. Completely taken by surprise, the Wolverines were destroyed in their thousands, and now it's down to you, as the last machine, to turn the tide and defeat the Pollutants.
The game itself is set over three levels of non-stop blasting, which will make it (so Imageworks claim) "1991's ultimate shoot 'em up". Phtoo! Can this be true? We-e-ell, it is being programmed by the unstoppable mateys at Arc after all, so there may be some truth in it. Watch out for the upcoming review and we'll tell you.

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BRAT

No, no, nothing to do with superbrat Bart Simpson - this revolves around a cute, angelic baby, who by night, dreams of being a well 'ard, streetwise kid who's out on the streets of his dream worlds, looking for a "bit of bovver". According to the press release, however, Brat "is still only a baby, and has lost all sense of direction" (sounds like me after a few pints of Ol' Wobbly - Rob) (remember Kids, there's nothing big or clever about drinking alcohol and Rob is living proof of that - so you've been warned - ED). So anyway it's down to you to get Brat safely through the fantasy worlds of Toy Town, The Park and Space World.
It all looks very jolly indeed, with some very colourful, lively-looking graphics, but how it all plays is yet to be seen. All will be revealed... soon (hur hur hur)...

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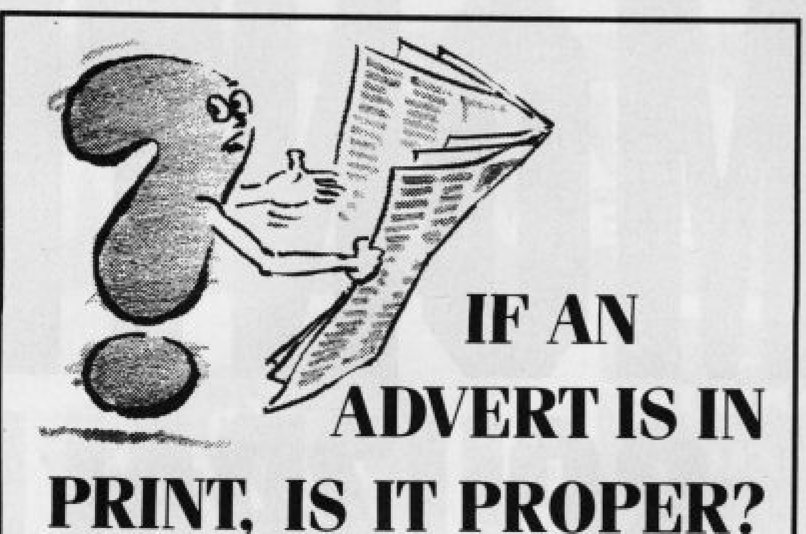




BY IMAGEWORKS

From those delectable Sensible Software lovelies (the truly wonderful people behind smashes like Wizball and MicroProse Soccer) comes this, a game of cunning and strategy which pits you against three opponents in an attempt to bring a watery, primitive world to its full potential, thereby becoming a major force in the universe. With the ability to speed up and alter the process of evolution and industrial progress, Mega-lo-Mania covers nine different time zones, allowing such strange occurrances as cavemen flying Spitfires, Roman Centurions catching one megatonne nuclear warheads in their bare hands, and alien creatures destroying ancient civilisations! Peculiar stuff, indeed, and we can't wait to get our hands on it. The game that is. Check out the full review in next month's issue.

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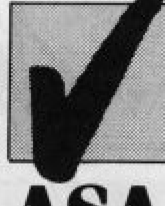
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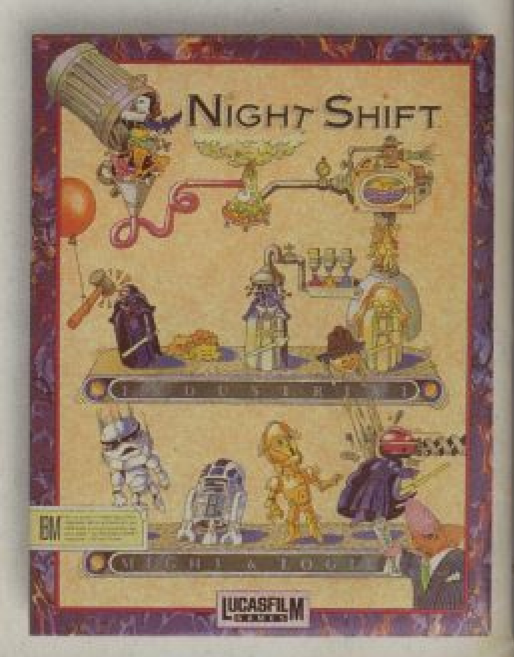
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